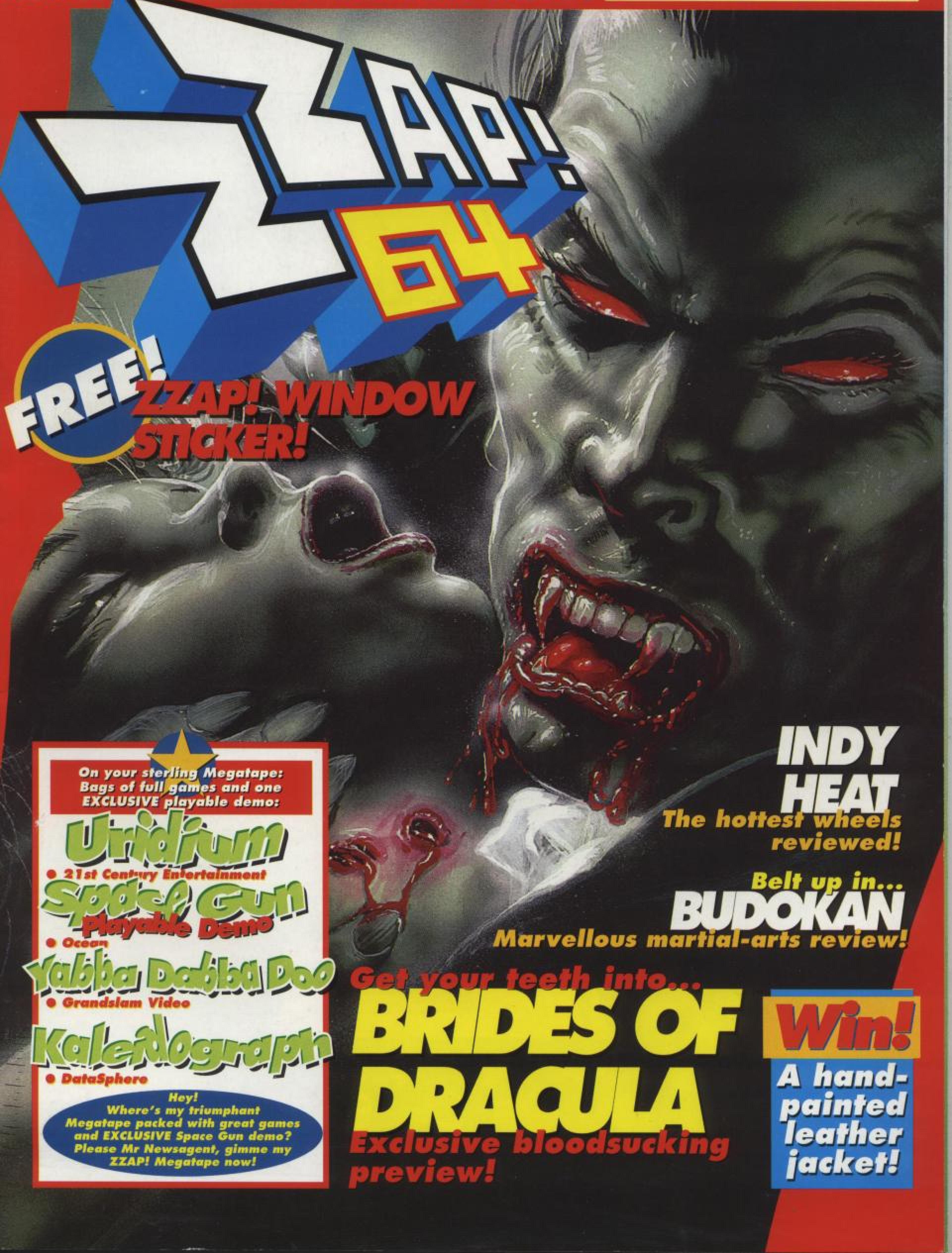
FACT: THE ORIGINAL AND BEST COMMODORE 64 ACTION MAG!

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No.83 April 1992
europress IMPACT

ZZAP! 64



FREE! ZZAP! WINDOW STICKER!

On your sterling Megatape: Bags of full games and one EXCLUSIVE playable demo:

Uridium
- 21st Century Entertainment

Space Gun
Playable Demo
- Ocean

Yabba Dabba Doo
- Grandslam Video

Kaleidograph
- DataSphere

Hey! Where's my triumphant Megatape packed with great games and EXCLUSIVE Space Gun demo? Please Mr Newsagent, gimme my ZZAP! Megatape now!

INDY HEAT
The hottest wheels reviewed!

Belt up in...
BUDOKAN
Marvellous martial-arts review!

Get your teeth into...
BRIDES OF DRACULA
Exclusive bloodsucking preview!

Win!
A hand-painted leather jacket!


JUMP AT IT!
PARASOL STARS
RAINBOW ISLANDS 2
COMMODORE 64
ATARI ST
CBM AMIGA
ocean
TAITO

Wot's in! 83

Great games!

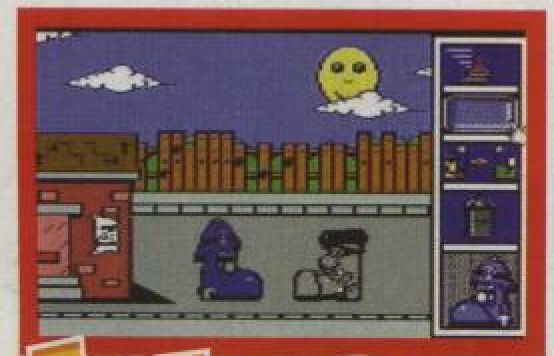


ALIEN WORLD
Insects: don't they get on your wick? Not in this brilliant budget shoot-'em-up!



BUDOKAN
Attack unarmed old fogeys with big sticks in the best martial arts game yet!

THE SHOE PEOPLE
Boot it up and you'll learn a lot.





INDY HEAT
The heat is on as this turbocharged coin-op conversion races to a Sizzler!

tape worm

Liver lickin' stuff on Page6

For the number one bestest brilliance in C64 gaming, get in with the grooviest segment shedder in the business and check out our fab Mega Tape. Put it in your tape deck and let it floooooow! Well wicked stuff which is:

- ***Uridium full game from 21st Century Entertainment!***
- ***Yabba Dabba Doo full game from Grandslam Video!***
- ***Space Gun EXCLUSIVE playable demo from Ocean!***
- ***Kaliedograph weird colour drawing thing from DataSphere! (our thicky Art Ed could do with taking a lesson or two about art with this!)***

Review index!

Regularz!



HI KIDS, BILLY BUTT 'ERE, I AINT VERY 'APPY TERDAY....NA, IT'S COZ THOSE POOFS AT ACNE HAVE DECIDED TER BRING THEIR COMIC OUT EVERY TWO WEEKS!...
...YEAH....'AN' I AINT GOT ANY DOSH TER GET THE NEXT ISH!
TAINT FAIR...TUT!...IT'S MEGA BRILL IS ACNE, YEAH, DEAD FUNNY WITH LOADS O' JOKES AND THERE'S...?..HANG ON,..LOOK WHO IT AINT!!
HOY FAT BOY, D'YER WANT YER LIGHTS PUNCHIN' OUT?
ER..N..NO BILLY...I.. ..I AINT DONE NUFFIN!
WELL LEND US A QUID 'N' I'LL LET YER OFF
HEE...I HATE 'IM...BIG FAT LARDY LUMP O' GREASE! ANYWAY, I'VE GOT ME DOSH, NOW TER GET THE BEST COMIC IN THE WHOLE WIDE WORLD!
HAA HAA....HEE HEE.... HOO HOO ...HA HA HA... IT'S BRILL THIS....WELL, IT'S BOUND TER BE COZ IT'S GOT ME IN IT!... HEE HEE.....!!
DON'T FORGET DUDES, ACNE IS NOW OUT EVERY FORTNIGHT, SO WHY NOT SAVE YERSELF HASSLE AN' PLACE A REGULAR ORDER WIV YOUR NEWSAGENT NOW?! ...OR I'LL COME ROUND 'N' PUNCH YER LIGHTS OUT... ..RIGHT!
ACNE
PROBABLY THE FUNNIEST KIDS COMIC YOU CAN BUY!
ON SALE EVERY FORTNIGHT
GET IT... OR REGRET IT!

ZZAP ZOO!

Practical jokes are a great laff aren't they peeps? Pranks like pretending to be Rottweiler and biting the postman and plastering superglue on the toilet seat are regular occurr-ences here at ZZAP! Towers. Since it's April we decided to give you some hot tips for April Fool's Day...

LUCY — MAN ED



● I love a good wheeze don't you peeps? One of the best gags I played lately was cutting all the power at ZZAP! Towers then cunningly taking away the stairs! Wotta scream! Broken legs aplenty — the only one who escaped relatively unscathed was Fatty Phil 'cos his blubber sent him bouncing instead (mind you, the repair bill to the roof and the ozone layer which he soared through was pretty astronomical). Haven't decided on this year's joke — sacking the entire ZZAP! staff perhaps?

PHIL KING — THICK 'ED



● I've never needed to play an April fool, I'm a fool at any time of the year, really. But the one I remember most was when I told the entire population of Ludlow that in-breeding caused birth defects and low intelligence. Trouble was, none of the locals could hear my warning as their ears were located between their buttocks, not that they'd have understood what I was saying anyway.

The ZZAP! 64 ZZone!

It's Party Time...

★ Wotcha matey peeps! How's the head lice? D'ya ever get the urge to just dye your hair sky-blue-pink, let off a fire extinguisher, stick your tongue out at a herd of German cows and shout BLEURGH at the top of your voice? No? That's funny, neither do I. Of course, Fatty Phil is really a kumquat in disguise anyway so he doesn't give to charity very often...

STOP THE FILM IT'S GETTING SILLY! ...Er-hum... right... medication time — did you know I used to be indecisive but now I'm not so sure.

Okay, joke time:

Q: What d'ya get if you cross an enormous pear tree with a Blue Tit?

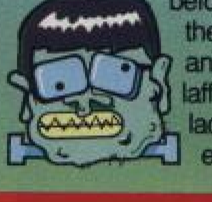
A: An enormous pair of... blue trees!*?!

Right, enough frivolity, on with the ish. This month we've got the swizzy *Uridium* and wacky stone-age frolics with *Yabba Dabba Doo* full games on the Megatape as well as mind-blowing horrors with a *Space Gun* exclusive demo — check out the liver-licking Tape Worm for details. We've got a new ZZAPateer (see Stuff), an exclusive *Brides Of Dracula* preview and heaps of ultra-brill reviews, news etc. Go For It...

Managing Editor

MARK CASWELL — FALL GUY

● Why is it I'm always the butt of April Fool jokes? I've been caught six times in one day before. Tying someone's shoelaces together is a good 'un (providing it isn't too painful). Or here's one trick I've had played on me before: ring your girl/boyfriend and tell them you've found someone else and so you're dumping them (gets a laff every time, along with multiple lacerations). Finally you could try the extremely cruel trick of putting



laxatives in people's drinks, though this is not to be tried on people over six feet tall (or your parents).

IAN OSBORNE — SLAP 'ED



● The funniest April Fool ever played on me happened when I worked for Newsfield Ltd. (remember them?) on Sega Force magazine. There I was, happily gunning down aliens and scribbling away, frantically trying to decide whether the game was bad, very bad or indescribably bad, when in walked a George Lucas lookalike who called us all together for a meeting.

'I've some bad news for you,' he said, 'the company's gone bust and you're all dismissed!' Being the mild-mannered, jovial reviewers we are, we soon saw the funny side of his little April Fool trick — trouble is, it wasn't April and he wasn't fooling!

CARL ROWLEY — BRAINED 'ED



● Being a bit of a smartie-pants swotty type, I'm gonna a give you a few choice facts about early Tomfoolery:

1. April fooling started in ancient Rome to commemorate the death of Caesar!
2. In the 16th century the Spanish tried to bring fooling to Britain but Sir Francis Drake didn't allow it!
3. A young boy in America cut off his Mum and Dad's heads saying it was a cure for a low roof, as a joke!
4. Here at ZZAP! we know that all of this is crap...

April fool!

MARK KENDRICK — ART ED



● April Fool jokes are always good for a right rib tickle ain't they kids? I remember one year nailing Phil to a lampost in Ludlow town centre, pouring petrol all over him, setting fire to him and charging kids £5 to come and see the fireworks on bonfire night! I got the whole town on that April Fool scam, I can tell you! Or did I? (didn't I tell you that you were sacked, Slick? — Man Ed?)

WHO DUZ WOT

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Cover: Brides of Dracula by Oli 'Up' Frey **Subscriptions and back issues enquiries:** EuroPress Direct PO Box 2, Ellesmere Port, South Wirral, L65 3EA. Tel: 051 357 2961 ZZAP! Mail Order: EuroPress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB. Tel: 051 357 1275

Tape Worm



Hello again, you lovely warm intestines! Have I got something to suck on this month! Not only do we have the mouth-watering shoot-'em-up *Uridium*, but also the side-splitting (just like me!) Flintstones in *Yabba Dabba Doo!*. Then there's the pretty pattern-making *Kaleidograph*, plus a *Space Gun* demo so scary it'll flush out your alimentary canal. Well, it sure beats colonic irrigation!

Uridium

• 21st Century Entertainment

Ooh yes! It's the classic Andy Braybrook shoot-'em-up on your marvellous Megatape.

Once again the Solar System is under threat of extinction from an unknown enemy. The game puts you in the pilot seat of the latest Manta class Space Fighter — ideal for low-level strafing runs over 15 huge Dreadnought battle cruisers.

The aim is to destroy them by disrupting their interstellar power units. But first the enemy defence systems must be successfully avoided or eliminated before you can land on the Dreadnought's runway, enter the engine room and prime the ship destruction sequence.

Each Dreadnought is viewed from overhead, scrolling horizontally as your Manta moves left/right. Enemy fighter defences deploy in waves. A bonus is awarded after landing if all the ships in a wave are destroyed. Attack surface features to score bonus points but beware of the homing mines which materialise over flashing generator ports. Some scenery, such as meteor shields and communications aerials, can't be destroyed and must be avoided as they're too high to fly over.

Survive a set number of alien attack waves and the message 'Land Now' flashes up to indicate that you should land on the runway at the far right end of the Dreadnought. Failure to do so results in a high-speed attack from even deadlier alien fighters.

On docking with the Dreadnought the display splits and is replaced by a representation of the fuel rod chamber. Here you determine your Dreadnought destruction bonus by pressing fire to stop on the higher of the two flashing numbers. Get it right and you go higher up the bonus pyramid.



Your Manta Class Fighter

Joystick up/down sets the position above the Super-Dreadnoughts. Joystick left/right controls acceleration and deceleration. If your velocity falls too low your fighter performs a half-loop followed by a half-roll so as to face in the opposite direction. This manoeuvre also temporarily increases your height above the surface and may be used to avoid incoming missiles and mines.

Your Manta performs a 90° roll if you press and hold fire whilst moving the joystick up or down. This will enable you to manoeuvre through restricted spaces.



Score Table

• Small explodable surface feature	10
• Large explodable surface feature	25
• Enemy ship on runway	100
• Enemy fighter	100–1000
• Wave annihilation bonus	100 per wave

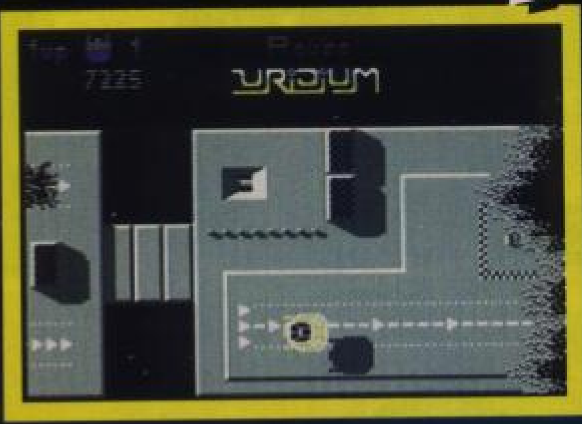
A bonus Manta is awarded every 10,000 points.

CRITICAL RAVE

'What an absolutely brilliant shoot-'em-up! *Uridium* is surely the best arcade game yet to hit the 64… The superlative graphics set new standards, and are truly arcade quality.' — Julian Rignall.

'*Uridium* isn't just amazing to look and listen to — it's great fun to play and is one of the most addictive and spectacular shoot-'em-ups yet seen on any home computer.' — Gary Penn.

'*Uridium* is truly an impressive game, immaculate in both its execution and conception… The Manta is very responsive indeed and is a pleasure to control… An excellent game that should be on every 64 owner's software shelf.' — Gary Liddon.



Game Options

During the intro sequence you may select:

- **f1** — One player, one joystick, eithe port
- **f2** — Two players sharing one joystick, either port
- **f3** — Two players, two joysticks
- **f5** — Increase music volume
- **f6** — Decrease music volume
- **f7** — Colour mode
- **f8** — Monochrome mode

During play:

Run/stop — Pause game, press fire or run/stop to restart.

After run/stop press clr/home to abandon game.

Credits

Designed and programmed by Andrew Braybrook.
Music written and programmed by Steve Turner.

Space Gun
Playable Demo

● Ocean

Whoooaaahhh! Anyone with a dicky heart is advised to hide behind the sofa now, 'coz this one's a bit scary! You see there's this big spaceship with loads of claustrophobic corridors to creep down. But watch out, there's a Humphrey about! No, these alien buggers are big and nasty and do horrible things to humans. They just love playing April Fool's pranks like shouting 'Your throat hasn't been torn to shreds' when it has! 'April Fool!'

If you've got the stomach though, this is one hell of a game in the *Op Wolf*, blast-everything-that-moves style. Well, almost everything — there are human hostages to rescue; hold your fire as they run towards you.

This is a great playable demo but for the whole alien experience the full *Space Gun* game is available on instant-loading cartridge for the VFM price of £14.99 — stacks cheaper than Japanese console carts! It's an excellent coin-op conversion by the wacky but brilliant Images programming team, and rightfully received a ZZAP! Sizzler award last ish.

Errrggghh! What's that green slimey thing crawling down this page? (Sorry, I've run out of Kleenex! — Ian.) What are you waiting for? Get blasting!

Credits

An Images Production. © 1992 Ocean Software Ltd.



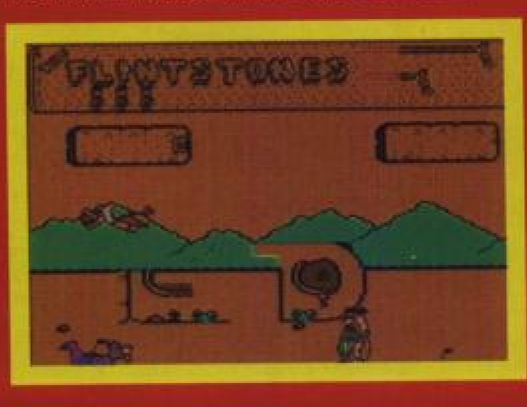
Yabba Dabba Doo

● Grandslam Video

It's the Flintstones, the wacky cartoon family from the stone-age town of Bedrock. You'll certainly have a yabba dabba doo time with this multi-screen all-action arcade adventure.

It's your chance to play a part in the formation of history. Help Fred his house and win the heart of Wilma thus paving the way for Bedrock as we know it today!

The first screen consists of a desolate landscape with boulders for Fred to build his dream house with. Smooth, round rocks are ideal building materials, whilst jagged rocks prove a hindrance. Putting the roof in place requires a visit to Dino-Hire.



Fred must also be mobile, so help him find a car so he can venture further afield to find more rocks and hopefully run into Wilma at the same time.

Watch the red heart at the corner of the screen — the harder it pumps when he meets Wilma, the more chance of success he has in persuading her to become his caveperson!

Sliding scales

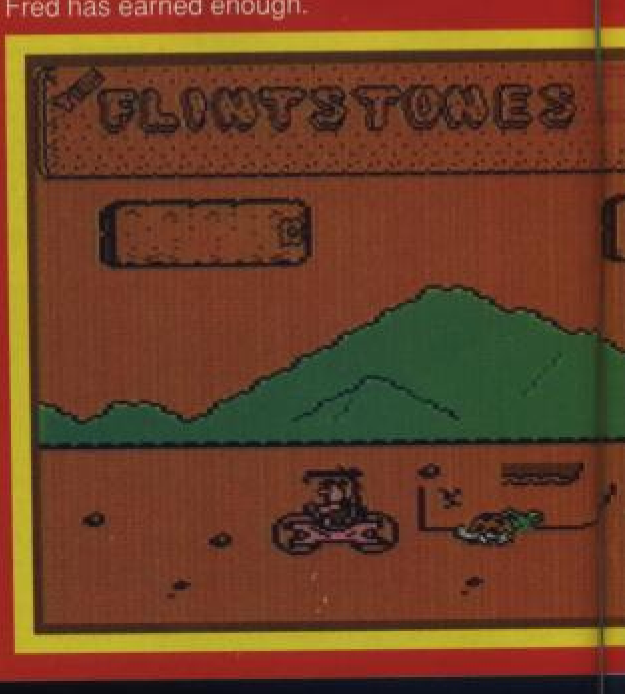
The top scale presents Fred's energy level — the more he runs, the lower his energy gets. It's also adversely affected by rocks dropped by passing turtles and Fred's pet Dino molesting him! However, seeing Wilma replenishes Fred's energy!

Building the house

First clear the site by taking all flat rocks and drop them in the tip. If you place a rock in the right place on the plot a section of the house will appear. The house is finished when the chimney is put on the roof.

Building the roof

Fred needs to hire a dinosaur with a scaled back in order to place the roof on the house but can only enter Dino-Hire when he has enough money to pay for the hire of a dinosaur. So Fred must go to work at the quarry to earn some money. A $ sign will appear on the screen when Fred has earned enough.

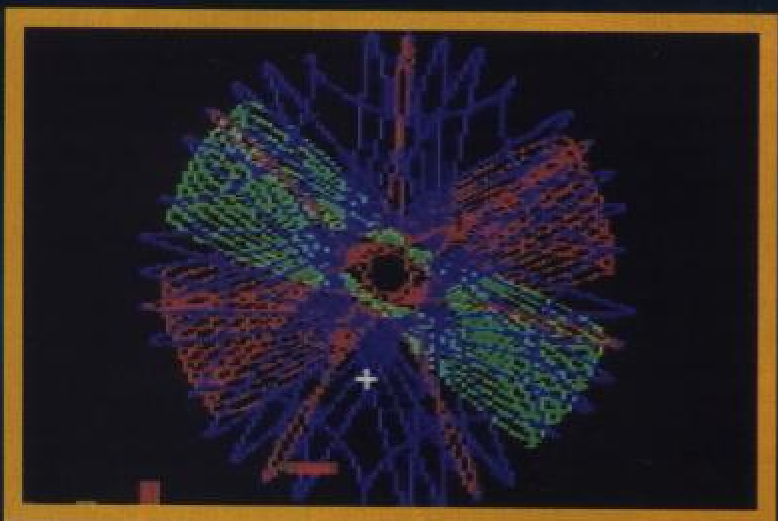


Kaleidograph

● DataSphere Publications

Remember that classic board game/art utility/wotsit, Spirograph? Remember putting your pen in those holes and swirling the plastic cog round and round till you got a pretty pattern? (No, my pen would always slip, or the pins would come out and the finished 'masterpiece' never looked like what it was meant to — Ed.)

Well, now you can a similar sort of thing on your C64 with this ingenious program, brought to you in conjunction with DataSphere Publications, the publishers of the new LIGHT Disk64 disk-based mag — turn the page to find out more and stand chance of winning a lifetime's subscription...



How to draw

Kaleidograph allows you to draw hundreds of different patterns by selecting different wheel number, hole numbers and start positions. Patterns can be drawn with three different pen colours in multicolour mode or one pen colour in high resolution mode.

Select required mode (multicolour or hi-res) by hitting M or R key. Then select values of wheel number, hole number and start position by hitting W, H or S keys respectively and then using the two cursor control keys to change value. Next hit T key to enter trace mode. In this mode, keys 1, 2 and 3 are used to select the pen colour (only one pen is available in hi-res mode).

Hold down the SHIFT key to trace the pattern. When the pattern is complete, release SHIFT and press the space bar to return to the menu. The next set of values of hole number and start position can be entered in and the procedure should be repeated to build up a series of patterns.

An example pattern

Select multicolour mode and wheel number 108. Select hold number 6 and start position 0 and trace the pattern using blue pen (hit key 1) for six loops (use cross on screen to count loops). Staying in trace mode, change to a green pen (hit key 2) and continue tracing pattern for a further six loops. Finally, change to a red pen (hit key 3) and complete the pattern.

Felt-pen tips

The entire screen or just the last pattern drawn can be erased by pressing E or P respectively from the menu. Pen colours and background colours can be changed from the menu by hitting the appropriate key and then using the cursor control keys to vary colour.

In trace mode, the cross on the screen represents the centre of the wheel which the pen revolves around and can be used to count the number of loops drawn.

The pattern can be displayed at any time from the menu by hitting D (poor old D! — Ed) — space bar returns to the menu.

Should you possess a disk drive, a pattern can be loaded or saved to device eight by pressing L or V respectively from the menu and then entering the file name. Patterns are always saved with replace.

CREDITS

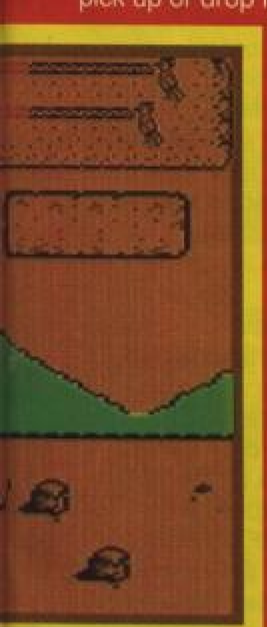
Kaleidograph was written by Stephen Walters (programmer of several professional releases including Zeppelin's excellent game *American 3D Pool*). It's presented to you by ZZAP! in conjunction with LIGHT Disk64.

Having completed the building of the house and provided Fred has enough successful encounters (!) with Wilma, she will fall in love and follow him home.

Keyboard controls

L	= left
:	= right
Run/stop	= up
CBM key	= down
Space	= fire
F1	= pause

Fire on both keyboards and joystick = run, pick up or drop rock, jump in or out of car.



At the screen edge, left moves Fred on same street and one screen to the left: left and up moves Fred to the next street nearer the mountains, left and down moves him to the next street further away from the mountains. Similarly, right with up or down moves Fred nearer or further away from the mountains.

Credits



ZZAP! MEGATAPE TICKET TO MEGA-STARDOM

● Got a game you've written and would like us to consider for inclusion on the ZZAP! cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and if so, how much lovely lolly you'll get for it.

Name..

Address..

....

....**Postcode**.......................

Telephone (daytime).............................**(evening)**........................

IMPORTANT

Please sign this declaration:

● This program is submitted for publication by ZZAP!. It is wholly my/our own work and I/we agree to indemnify EuroPress Impact Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

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Date...

Remember we will NOT consider your game if you do not enclose this coupon (or a photocopy)!

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Light of your life!

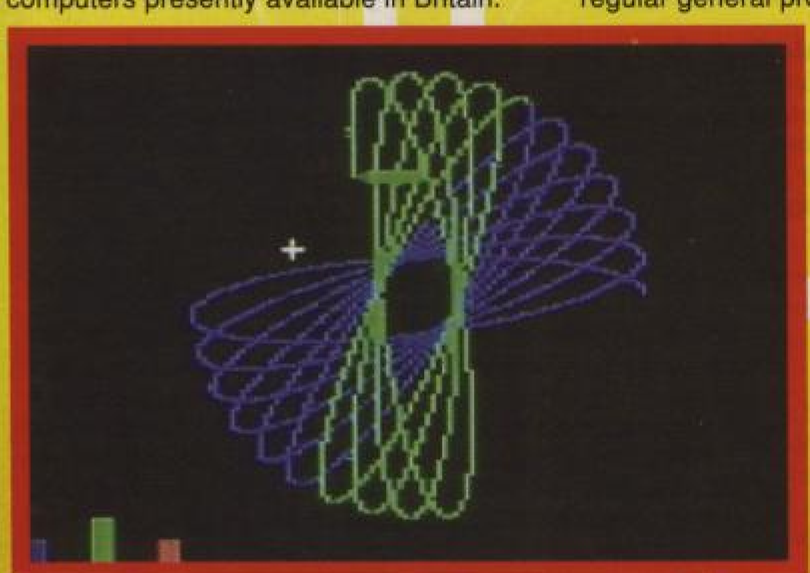
ZZAP! COMP

Enjoyed playing *Kaleidograph* on this month's Megatape? Well, that's only one of many useful and entertaining programs packed into a brand-new disk-based mag. PHIL KING dusts off his 5.25-inch drive...



It's amazing what you can do with 5.25 inches of floppy. Yes, Lucy, size isn't everything!

You can even fit a whole mag into it. Just look at DataSphere Publications' *LIGHT Disk64*, the only true disk-based magazine for the Commodore 64 and 128 computers presently available in Britain.



It's contained on two double-sided disks crammed full to bursting with all sorts of goodies.

One disk contains text material and the other contains programs, both beautifully integrated using a unique front-end operating system programmed exclusively for *LIGHT Disk64*. The magazine is divided into eight sections, each depicted by its own icon. Further subdivisions are encountered under each of the eight categories, giving 36 clearly defined subsections with most accessing one or more disk files. Some files are extensively cross-referenced to provide even easier access.

Techie tips

What about the content? You'll find TechLine, a section where each month your technical queries are dealt with by an expert team.

LIGHT offers free advertisements for non-commercial readers as well as the only computerised Bulletin Board Service to be found within a magazine anywhere.

Another unique feature is the update service — providing not only the latest news, but also how the past shaped the present. *LIGHT* also provides ProgTrax, a regular general programming help feature based around readers' contributions and its in-house staff.

There are also sections concentrating on the worlds of GEOS, Packet Radio, demos and public domain software.

Graphical and sound-related utilities accompany the applications and in moments of pleasure you can sit down with thought-provoking puzzles or try out competitions.

However, DataSphere emphasise that *LIGHT Disk64* is directed towards people with more than just a passing interest in the non-games side of Commodore computing, and those with disk drives of course!

Apologies to all tape users, but in the future a quarterly compilation cassette will be available.

Win win win win!

Now, by entering our ecstatically easy and sensuously simple competition you could win a lifetime subscription to *LIGHT Disk64*. Incidentally, we mean the lifetime of either yourself or the double-sided, double-disked magazine — whichever expands into nothingness the earliest!

All you have to do to stand a chance is answer the eight incredibly mind-bogglingly difficult questions below.

In the meantime, why not rush £4.50 to DataSphere Publications (of 7 Fallowfield Close, Norwich, NR1 4NW) to ensure you receive your very own copy of the copy of the immensely scintillating first special edition of *LIGHT Disk64*? (Should you be the lucky winner, they'll refund your money immediately.)

1. How many main sections are there in *LIGHT Disk64*?
a) Ten more than in Leeds
b) One
c) Eight
d) So many I can't count them.

2. What is the name of the Technical Helpline?
a) EEeeek
b) Leeds by Nite
c) TechLine
d) Sparky

3. Where is the information stored?
a) Down the motorway from Leeds
b) NASA's Kennedy Space Control Centre
c) On a couple of 5.25-inch disks
d) In Barry's Take-Away, just up the road.

4. Which of the following does *LIGHT Disk64* NOT deal with?
a) Programming aids
b) Technical queries
c) Leeds
d) Readers' letters and advertisements

● **Got'em all, dodgy geezers? Well, etch them onto a 5.25-inch disk (or postcard if you can't fit 'em all on there!) and send it to: *Europress Impact, LIGHT OF YOUR LIFE COMP, ZZAP!, Case Mills, Ludlow, Shropshire SY8 1JW*, to reach us no later than 14 May.**


STORM
SALES CURVE
INDY HEAT
MOTOR RACING MADNESS!
INDY HEAT™ is fast and furious racing action where a decidedly mean streak may just keep you out in front.
With the money you win, plan your attack for ten different circuits - do you play safe with better brakes or go for it with more engine power? Do you boost your turbo or your crew ? - the decision is yours.
With a combination of skill, nerve and a few dirty tricks (like running over other teams' pit crews!) maybe you could end up being showered with champagne and kisses.
"It sounds fantastic, it is fantastic" AMIGA ACTION.
"Converted by the same top geezers that did Rodland and SWIV" ACE.
"Looks identical to it's arcade parent" C.U. AMIGA.
STORM
SALES CURVE
INDY HEAT
Screen shots from Amiga version.
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Available - February.
Amiga/ST £25.99.
C64 cassette £11.99,
disk £15.99.
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STUFF!

Thalamus go for their gunners!

● 'Ere we go, 'ere we go, 'ere we go. After the Sizzling *Winter Camp* and Gold Medal-winning *Creatures II* reviews in Issue 81, Thalamus Europe are on the verge of releasing their first footy game (where have you been all these years guys?).

Called *Arsenal FC: The Computer Game* it's a great terrace tromping gadgi, where the player unsurprisingly takes control of said football club. And it shouldn't be remotely boring, 'coz it's being programmed by none other than *Winter Camp* creator, John Ferrari.

The game style is said to be mainly arcade action, but so as not to disappoint the potential bosses out there, a managerial section has been included. So now you too can practice such handy phrases as 'sick as a parrot' and 'I'm over the moon, Brian'.

The game pack will also include a free give-away gift, but at the time of writing this news piece we have no idea what the heck it'll be. Probably some old rubbish Thalamus have had lying around the office for ages (two sticks of bubble gum and a birrov old fluff). Or maybe an autographed pair of Tony Adams handcuffs?

Watch out for *Arsenal FC: The Computer Game* when it's released in the summer.

ZZAP!'s bloomin' brilliant!

● Cor blimey! Lumme! Cripes! Jeepers! Oh my God, the world is ending — because of its outstanding utter BRILLIANCE, your splendiferous ZZAP! has had a Government Health Warning slapped on it — too good for your mind, body and soul (you know how these politiciany types *hate* anyone having a good time)!

The Powers That Be tried desperately to get your crucial dose of C64 banned completely but we weren't gonna let 'em get away with that. No Siree! But after a prolonged battle, several broken limbs and a few decapitations, we had to bow to the pressure.

So next month ZZAP! is turning into a super-duper *gardening* magazine. Don't fret and fuss too much — we'll have some hot tips on snipping and pruning, some classic shoot-'em-up action in the bilberry bushes, spiffing platform fun amid the runner beans and an exclusive peep at the fwuffy lickle fairies at the bottom of the garden!

Next, after successfully unmasking a Nazi war criminal who's cleverly disguised himself as an 80-year-old gardener (he thinks he can fool you with trivialities such as birth certificates, passports and 3,036 character witnesses, but I'd know that moustache anywhere) it's time for a great torture-and-maim section.

Finally it's onto the driving bit with a quick rally round the garden on your Comfy-Cut super go-fast tractor mower — just watch those worms splatter! Wow!

After all that nonstop excitement, it's a short sharp trip down to Mrs Miggens' pie shop for a slap-up pie and chips — whoever said gardening can't be fun — who needs a blinkin' computer anyway?...



Peter Pan grows up in... HOOK!

● Remember that classic tale by JM Barrie about a boy who could fly and never grew old, a young girl called Wendy, a dastardly pirate captain, a cute fairy, some other kids who were lost, a rascally pirate crew and a crocodile who ate the nasty pirate captain at the end? Peter Pan, read the book, seen the cartoon, now Steven Spielberg has spent 17 weeks and 70 million pounds to bring you the motion picture (hummmm, that's £24,509 an hour, almost as much as I earn for ZZAP!... in a decade).

Old boys can fly too

OK. So Peter *has* grown old (forty-ish), Wendy is now 92! (work that one out), the captain didn't get eaten and the story's now called 'Hook'.

Got all that? Well get a load of this... Peter is no longer Pan — he's called Banning (!), and he's a lawyer (!?), with two kids (!?!). Being a terribly inattentive father he doesn't realise his offspring are in the process of being kidnapped until it's to late. Both the kids are taken to Neverland by 'orrible cap'in 'ook and Peter has to rescue them with the help of some very punkish lost boys.

Look no strings

Starring Robin (gooooood mooorning Viet Nam!) Williams, Julia (Ms pretty woman) Roberts, Dustin (oooer... missus Robinson) Hoffman, Bob (there's a wabbit in my trousers) Hoskins and directed by Steven (licence to print money) Spielberg, with spiffy special FX, this is going to be a biggy.

But bigger news for all you C64ers out there is the fact that Ocean have the licence to produce what we hope will be one mega-brilly gamaroomy due out soonest, more information from this correspondent as soon as it's in. It could be the most hookable game ever!

A tall story

● Here's a quick word from CARL 'MAN MOUNTAIN' ROWLEY, the new ZZAPateer…

Chuff me chums, is this one cushy job or what? Sitting around all day drinking warm mud and phlegm … oh … I've just been informed it is, in fact, what passes for coffee hereabouts.

Anyway here I am with a nice comfy chair listening to some wicked Techno-Rock by those Canadian demi-gods, Rush, while all the other dudes in the office are running around doing work and stuff. None of that malarkey for me matey! All a bit wacky these guys and they've definitely got it in for me, I mean is it my fault that I'm a tall, blonde, blue-eyed, mature, zit-free chap, cast in the classic heroic mould. All you need to know is my judgement is infallible and I've an intellect the size of a small celestial body (get yourself some antibiotics, it'll soon clear that up — Man Ed).

…Signed photographs available on request.

THE APRIL CHARTS

THE READERS' CHART

1.	(3) Creatures	(Thalamus)
2.	(2) Smash TV	(Ocean)
3.	(1) Turrican II	(Rainbow Arts)
4.	(5) Navy SEALs	(Ocean)
5.	(6) World Class Rugby	(Audiogenic)
6.	(7) Last Ninja III	(System 3)
7.	(–) Emlyn Hughes International Soccer	(Audiogenic)
8.	(–) Turrican	(Kixx)
9.	(4) World Wrestling Federation	(Ocean)
10	(–) Turbo Charge	(System 3)

FAVE YOGHURT FLAVOURS

1. Strawberry
2. Black Cherry
3. Peach
4. Toffee
5. Banana

● Send in your chart votes on this simple form and you could win £30 worth software, like Michael Cabrelli of Montrose. His fave game is *WWF* and his fave yoghurt flavour is strawberry.

MY TOP THREE GAMES ARE:
1. ……………………………
2. ……………………………
3. ……………………………

MY FAVOURITE 'THUNDERBIRDS' PUPPET IS……………………

NAME ……………………………
ADDRESS ……………………………
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POSTCODE ……………………………

Ratings Roundup!

Designed by Slick cool designers, written by hugely fat people with massive appetites, here's the ratings box to beat all others into a paper bag! Read on faithful:

Presentation: Everything apart from the game itself! Loading screen, multiload, title/intro/menu screens, between-level presentation scenes etc.

Graphics: What Charlie has on the side of his XR2! Everything you see on the screen during the game: the animated sprites, the backdrops, the screen scrolling etc.

Sound: What Cliff Richard was wired for! The music (introduction and in-game) and sound FX — not just their technical quality but how suited they are to the game style/scenario and affect the overall atmosphere.

Hookability: How playable a game is for the first few goes. If it's 'easy to get into' (ZZAP! cliché no. 176) it's likely to have a high Hookability score. A very Hookable game isn't necessarily one that'll last, though.

Lastability: How long will you be playing it? Does it have a good long-term challenge? These factors determine Lastability. A Lastable game might have a low Hookability rating, if it's hard to get into at first but brilliant once you do







Overall Strike: This is the average of the reviewers' individual overall ratings but not necessarily of the other specific ratings (Graphics etc) — if one of those is particularly low (especially Lastability) due to a serious flaw, the Overall's likely to be just as low.

If the Overall Strike is 90 to 95%, the game receives a Sizzler award. If it's 96% or more, the ZZAP! ding dong is rung and it wins the ultimate accolade: a Gold Medal!



Before now, even the best budget games could only get a Silver Medal for 90% or more, but as original budget games have now been incorporated into the main review section, they can now earn Sizzlers and even Gold Medals. The Silver Medal has been retained purely for rereleases of old classics.

● Electronic Arts, £9.99 cassette, £14.99 disk

Budokan

'I wanna be a Teenage Mutant Ninja Turtle,' screams CARL ROWLEY in an irritating whingey voice. Well tough luck matey-peep — you're too old, a complete wimp and getting you to shell out on anything's an uphill struggle. But as consolation you get to do this ninja-ish review...

Welcome humble student to my unworthy dojo (que?! — Man Ed). Once you enter here you must put aside foolish things (like OXO cubes, fir cones and plastic bananas) to pursue bujutsu , the art of battle and budo, the path of life. For wise man say, 'The mightiest sword is as a reed if the arm that wields it is not worthy.'

Well as far as I'm concerned the mightier the sword the better and I like 'em pretty damn mighty, preferably with a razor-sharp blade, lots of teeth and covered in gore (hopefully someone else's).

Anyway there's none of that to be found here (sob, sob) but hang on before you all run away and commit ritual hari-kari (oops, too late) what we do have is probably the best martial-arts game I've seen on any 8-bit machine and I've seen a heap (most of them were too).

● It's no good kicking away like a stupid yob — run out of Ki and you fall down with exhaustion

Eeny Meeny, Miney, Bo!

After some neat graphics and a great little tune which sets the mood you find yourself outside the gates to the Tobiko-Ryu Dojo where, before you can enter to train under your new Sensei, you must match a crest to a list provided (less brain cells than fingers required here). A little care is needed 'cos get it wrong an' you can only practise.

A courtyard lies beyond, off which are the four dojos where you train in the disciplines of Karate (chop, chop), Kendo (big stick), Bo (even bigger stick) and Nunchaku (sounds like nutcracker and best describes it).

The dojo screen's well-drawn, bright and colourful — a delight to the peepers. And as for the animation on the big chunky characters, interfrastically funkadacious are the words that spring to mind.

The next thing that strikes you is the mind-numbing selection of moves available, no fewer than 29 for the Bo! Plenty of joystick bending required here (at one point the guys had to untie my fingers).

Hand on, this isn't the bamboo garden!

In the dojo start on Jiyu-renshu , to practise the mass of wicked, bone-crunching moves alone. When satisfied with your control, move on to Kumite , the sparring section where a white-haired instructor knocks seven bucketfuls out of your unworthy hide



● Hai karate! You don't need dodgy aftershave to send you into a fighting frenzy.



● Arrrgghhh, it's Friday The 13th! Those masks come in useful for when you get whacked in the chops though.





● Give it some stick, Mick! Remember the classic Chas & Dave B-side, a drum solo by their drummer Mick! Didi you know a Bo is a big stick?

until you get it right.

There are three instruction levels: Sankyu (easiest), Ikkyu (more difficult) and Shodan (most challenging). When sparring, your stamina and Ki bars come into play. Stamina's lost as you move or strike but mostly when you're hit. However, it can be regained by avoiding the other guy and not attacking (a bit like Chris Eubank).



Ki is the energy of the universe, the essential life force that flows through and around us (the silly notion that if you concentrate really hard you can put your head through a block of ferro-concrete).

The idea's to build up Ki by not attacking and not getting hit, the more you collect, the more damage you inflict when you kick butt. Ki is lost when you wallop someone, when they wallop you and if you're pushed off the mat during a bout.

After each bout, the instructor analyses your performance, telling you if you need to improve your speed or style and how your Ki is flowing — and let me tell you mine was flowing like Niagara (my Ki, you filthy beast!).

Do this for all four disciplines then toddle along to chat with Tobiko-sensei who lives in what looks like a large garden shed at the top of the courtyard.

Watch yer lip

It's time to hunker down for some serious wisdom-getting as Tobiko tells how you probably aren't ready for the Budokan tournament but you can go if you want (how kind!). So off you go all over the world in search of fame, fortune and a fat lip.

The Budokan consists of 12 different opponents of increasing levels of difficulty who, in some cases, have moves you won't have seen, not to mention completely new fighting styles.

Such was the case with Jimmy on Level Three: blow me I thought, the little yellow fellow's got a Wok on his head. I then proceeded to get a right good wok-ing myself!

Ah well, I'm off to compose a great spiritual death poem...'My life was like a bowl of rice pudding, fully rounded but over, too soon'. Not bad eh? (Get on with it pillock — Man Ed.)

There are only a couple of niggles with the game. One is the faffing around changing between the two double-sided disks: quite time-consuming but not as I had at first feared, leading to frustration, as the anticipation levels remains high throughout.

The other is slow gameplay which at first made the thing look very pedestrian. However, what this really achieves is to give you time to plan and choose your attack (time well needed bearing in mind the array of moves available and the need to build up Ki).

As a result it doesn't degenerate into a frenzy of joystick waggling with the sprites leaping about like epileptic March hares.

On the whole this sums up *Budokan*, a game treading the fine line between frustration and anticipation and just coming down on the right side.

If you want to whip around the screen at Mark 5 killing everything in sight, pop out and rent 'Top Gun' 'cos this is not for you. But if you want a real battle of the wits and a cool calculated kick in the head, get in here!

Well I'm off to try out this big stick on Lucy (ho, ho, ho little girl



Carl! 94%



Ian!

● Wayhay, hurrah, and a whoopie bleedin' do-da — at last, a beat-'em-up game that's everything it should be! After the current batch of sub-standard, boring crud (see last three issues), *Budokan*'s a real breath of fresh air!!! The practice sections are interesting, varied, and feature a whole host of moves. What's more, it actually uses them — no one-blow-kills-all crap here!

Electronic Arts have certainly done their homework on the martial arts. The techniques used by the fighters are brilliantly realistic, and splendiferous animation makes the bouts a joy to watch — even the shadows look good! With so many games following Hollywood's lead in portraying the martial arts as violent thuggery, it's great to see one that explores its philosophy as well as fighting techniques. Thorough research, excellent planning and brilliant execution make *Budokan* the Black Belt of beat-'em-ups. 93%



● The main 'menu' is actually a courtyard: walk to a building to choose which art to practise.

TEST YOUR STRENGTH!

ZZAP!'S DING DONG!

PRESENTATION
Smooth, sharp and really well thought out **90%**

GRAPHICS
Best animation seen in this genre — ever! **95%**

SOUND
Brill intro, this one really gets you going **88%**

HOOKABILITY
Once you're in there's no escaping this one **90%**

LASTABILITY
So in-depth, come back again factor is high **94%**

SIZZLING! RINGING! TINGLING! FREEZING!

OVERALL STRIKE! 92%

Brides Suck b



Peep Show!

He may be a bit of a sucker, but Count Dracula certainly has a (unique!) way with women. Phil King gets his teeth into a blood-curdling tale from Gonzo Games...

That old bloodsucker Count Dracula has a problem. He's having no luck with the opposite sex. Tired chat-up lines like 'I'm a ten pints a night man' don't impress the foxy chicks from the village of Bizritz.

Mind you, if the Count gets near enough to a tasty lady, his courtship ritual doesn't involve romantic dinner dates, chocs and flowers. Dracula saves a lot of time (and dosh!) by simply biting her neck with his perfect white fangs (he brushes with Colgate, you know!).

Normally this would simply result in said girlie wearing a scarf round her neck for a few days to hide the embarrassing lovebite. But when Drac does it, the effects are far too dramatic to conceal. First, the girlie's hair goes into shock and changes to a spikey black jobbie, then her skirt gets even shorter than Lucy's and her thoughts turn to blind devotion to Dracula (I'll have to try this biting necks lark! — Ed). The new 'bride' then follows Drac to his castle to lie down in her own coffin and await his attentions.





● Poor ol' Drac had better get some blood to gorge himself on otherwise it'll be stake for tea!



Meanwhile the coltish Count goes out on the pull once again: one woman isn't enough for this geezer — he won't stand for anything less than thirteen brides! Lucky for some!

Good versus evil

There's only one fly in the ointment: champion vampire hunter, Professor Van Helsing is also after Drac's heart — only he wants to drive a stake through it!

Now, in most computer games you'd only get to play the goodie. That can be a bit boring, so in *Brides Of Dracula* you have the choice of playing either Van Helsing or Dracula.

And if you've got a friend, they can play your arch-enemy! A brilliant two-player mode has the screen split horizontally with Helsing's display at the top and Dracula's at the bottom.

To kill the (high blood) Count, Van

bodily juices from the ...
s Of Dracula



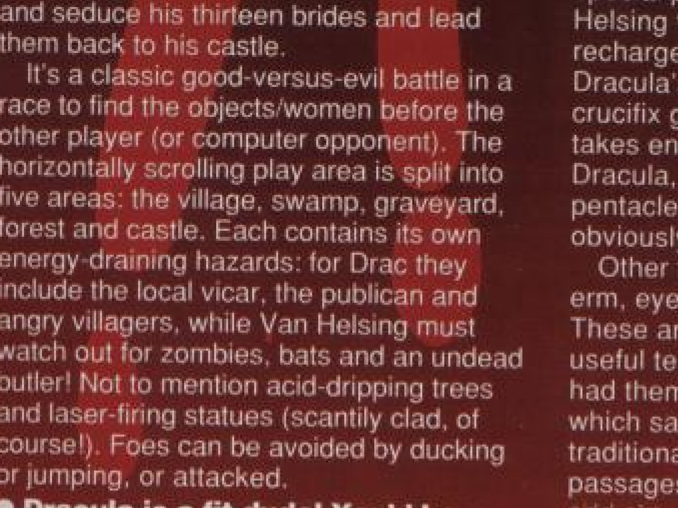
● Helsing has found a tree! Cor! He'd better fashion some stakes and get the bloodsucker himself before Dracs mother-in-laws do!

Hesling must collect thirteen (not so lucky!) objects ranging from the obvious wooden stake, garlic and crucifix to the not-so-obvious slice of toast!

On the other hand, Dracula must find and seduce his thirteen brides and lead them back to his castle.

It's a classic good-versus-evil battle in a race to find the objects/women before the other player (or computer opponent). The horizontally scrolling play area is split into five areas: the village, swamp, graveyard, forest and castle. Each contains its own energy-draining hazards: for Drac they include the local vicar, the publican and angry villagers, while Van Helsing must watch out for zombies, bats and an undead butler! Not to mention acid-dripping trees and laser-firing statues (scantily clad, of course!). Foes can be avoided by ducking or jumping, or attacked.

● Dracula is a fit dude! You'd have to be with thirteen brides to take care of!

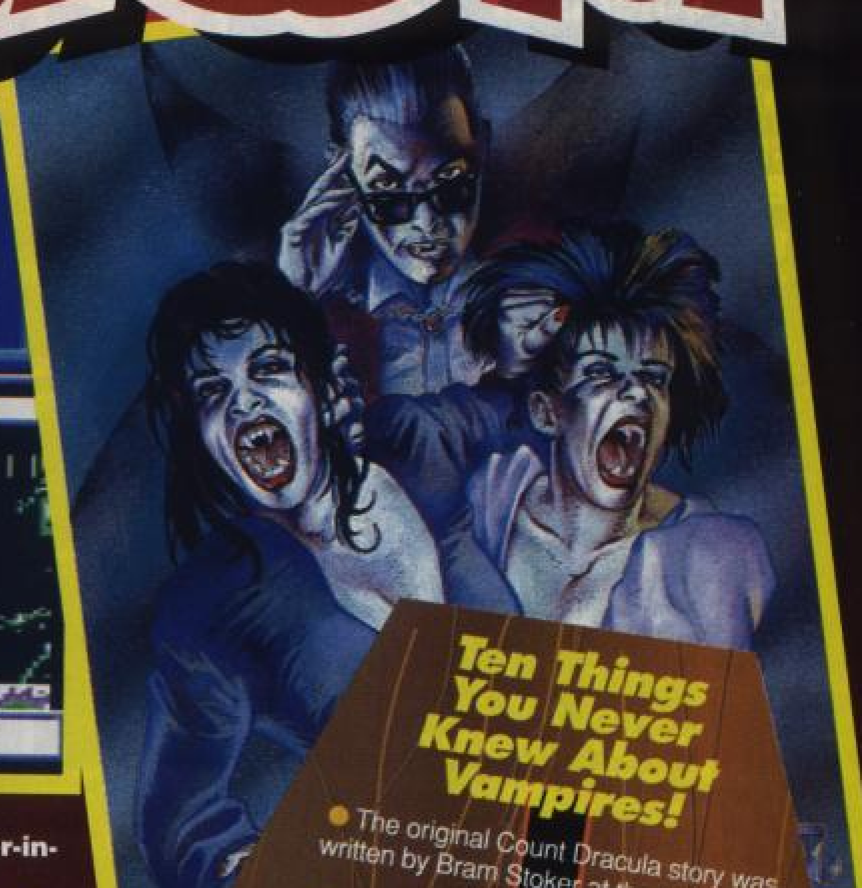


Make Dracula cross

For both players, there are special power-ups to collect. If Helsing finds a silver crucifix it recharges his energy and reduces Dracula's. Even better a golden crucifix gives him an extra life and takes energy from the Count. For Dracula, collecting silver and gold pentacles has a similar, but obviously opposite, effect.

Other things to keep your garlic... erm, eyes peeled for are coins. These are needed to access the useful teleports (I didn't know they had them in Transylvania — Ed) which save a lot of walking. More traditional features include secret passages and rooms containing odd odd characters such as Smokey the bong elf! There are also staircases to climb and doors to go through.

Can Drac get his wicked way with his brides, or will Van Helsing cut off his nuptials?! Whatever the outcome, *Brides Of Dracula* looks like a lot of fun. Watch out for the full ZZAP! review coming soon. In the meantime, don't have nightmares. Just be sure to wear a necklace of garlic (well it wards off that vampish pain in the neck, Lucy! — Ed).



Ten Things You Never Knew About Vampires!

● The original Count Dracula story was written by Bram Stoker at the turn of the century.

● Stoker was very sickly as a child and couldn't stand up until he was seven years old.

● An American psychiatrist has claimed Stoker wrote the Dracula story after recalling an early childhood experience in hospital — the treatment for his tonsilitis was blood-letting!

● The myth of Dracula is said to be based partially on the notorious Transylvanian aristocrat Vlad The Impaler, whose favourite hobby was impaling peasants on long spikes!

● Vampires don't really exist. Or do they? In Hamburg, Germany police swooped on an alleged vampire's house and found him sleeping in a silk-lined coffin. He was arrested for kidnapping a burly electrician and drinking his blood!

● Bodies of suspected vampires have been dug up and found full of fresh blood with fresh mud on their feet!

● Vampires are believed to have the ability to transform into bats. This is probably based on the real-life vampire bats from South America which suck blood nightly from animals and humans!

● Other bloodsucking animals include leeches (still used in some medical treatments today!) and mosquitoes.

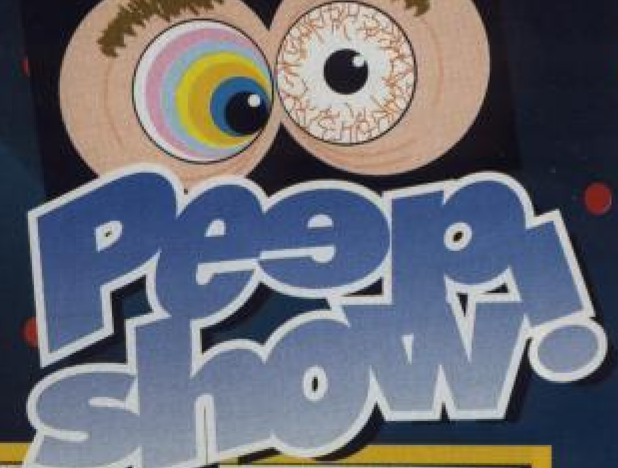
● The Masai tribe of East Africa regularly bleed their cattle and mix the blood with milk to drink.

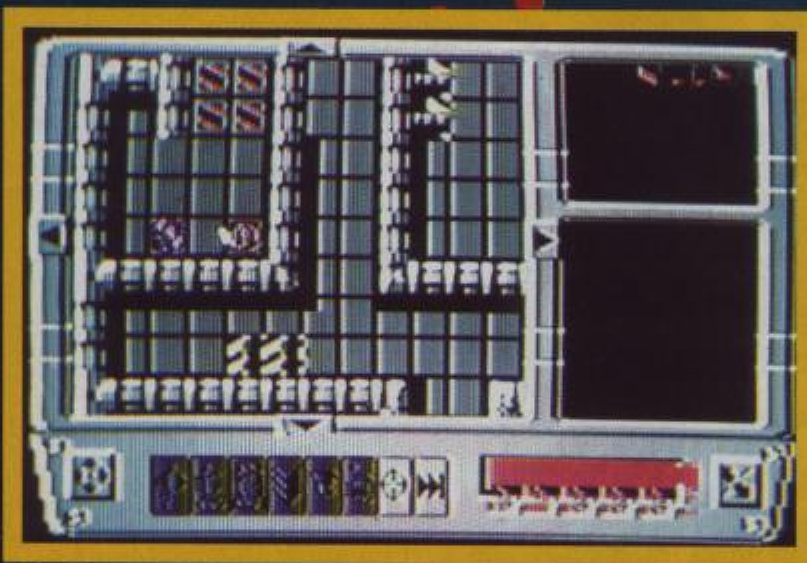
● If you think you've no appetite for the red squidgy stuff, just remember one of the main ingredients of black pudding is pig's blood! It's lovely with fried sausages, fried egg, fried bacon, fried tomatoes and fried bread (now that's what I call a healthy breakfast! — Ed). But remember to brush your fangs afterwards!

Get thrown off the board in...

Space Crusade

After giving the aliens in *Space Gun* a good seeing to (oo-er), MARK 'BLOOD ANGEL' CASWELL grabs a Power Glove and Missile Launcher to give the villains of *Space Crusade* a taste of cordite death. But these particular aliens, the spawn of Chaos, are hungry and guess who's on the menu (burp, 'scuse me).





● **In Space Crusade you can lead a rock 'ard bunch of Terminators to kick alien ass! (© Original Captions Inc.)**

Following on from the success of *Hero Quest*, Gremlin are on the verge of releasing another MB/Games Workshop board game conversion, namely *Space Crusade*.

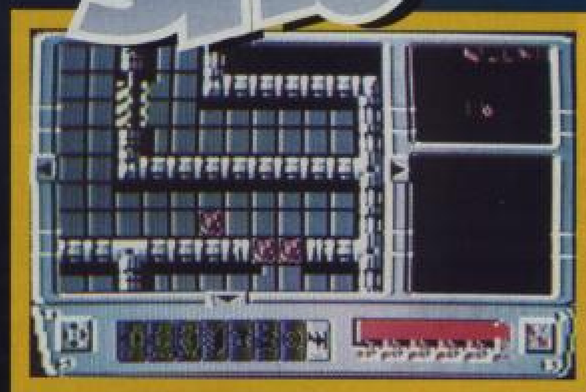
Set in the far future it's a tale of bloody galactic war between humans and a vile alien race known as Genestealers. These evil creatures exist in 'The Eye Of Terror' a huge area of warp space, home to the corrupt spawn of Chaos (ie a place worse than Phil's house).

The only time they can enter our universe is by lurking on the huge wrecks of starships (commonly known as Space Hulks) that occasionally pop out of warp space. And what a surprise (throws hands up in mock astonishment), one such ship has recently reappeared after many centuries in the Eye Of Terror. Mankind is in big trouble (the sort of trouble Phil causes on the road in his Metro), so it's time to call in the Terminators.

Hasta La Vista Baby!

No, it's not the huge, red-eyed, metal-skeletoned creature that Arnie played in T2, but a bunch of well 'ard soldiers. They get their name from the Tactical Dreadnought (commonly known as Terminator) armour they wear in action (where they're commonly known as 'Sir'). Terminator armour's made from heavy-gauge plasteel, and can withstand almost any conditions (even the interior of Lucy's Fiat) (my other car's a Batmobile — Man Ed).

In the game, up to three human players can participate, controlling one of the three Space Marine 'Chapters' (teams in other words). The Chapters on offer are Blood Angels, Imperial Fists and Ultra Marines, all as tough as old boots and armed with the latest in super-dooper weaponry.



● **Watch out dudes or the Genestealer scum will have you for breakfast! (With our without McMuffins? — Fat Ed)**





What A Big Weapon (fnarr)!

The standard Marine firearm's the Storm Bolter, but there's optional ordnance available. Heavy Flamers, Assault Cannons, Missile Launchers, Plasma Guns, Power Swords and Power Gloves make sure you get out alive. Each Chapter contains five members (four Marines and a Sergeant), and your mission (along with your pals') is to wipe out the Chaos hordes and secure the ship.

The computer takes control of the Chaos beasts, and movement of all parties is controlled by the throw of a dice. The game's viewed in glorious isometric 3-D, with the player(s) moving from room to room battling with Chaos Marines, Genestealers, the phrrrt!-inducing Dreadnought robot and other creatures too vile to describe.

Scattered outside the game area are handy icons — Move Player, Fire At Enemy, Hand-To-Hand Combat, Equipment Packs and Scan For Aliens. Of course you only have a set amount of moves per turn, so use your resources wisely.

It's a big game with 12 missions on offer, including 'Seek and Destroy', 'Clearing Action', 'Interception' and 'Eliminate Alien Command'. Your ultimate aim's to win the campaign and gain loadsa medals for the men, and promotion for the Sergeant to Captain Senioris. Buy *Space Crusade* when it appears in a shop near you soon. You won't regret it.



HOT TOP 10
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Get down with...

Striker In The Crypts Of Chaos

Peep show!

What's all this then? Has Arthur Scargill finally flipped his lid and ventured down a coal mine? Or has Diego Maradona had his comeuppance and been sent to the place every England supporter told him to go? PHIL KING ventures deep below terra firma to find out...



Well *Striker*'s plot has nothing to do with any of those suggestions of course. Just what it has to do with I've no idea! You see those cheeky chaps at Code Masters had originally planned to call the game *Imperial Wizard*... until they discovered that an 'Imperial Wizard' is a leader of the notorious Ku Klux Klan. Rather embarrassing for the Codies' 'whiter than white' image!

Despite the name change, the gameplay remains the same. It's a flickscreen arcade adventure, most of which takes place underground, much in the style of the recently rereleased *Switchblade* — which is no coincidence since this has been created by the same programmers, Simmer Software.

Cryptic collectables

Somewhere in the flickscreen crypts are the lost magic parchments for Striker to find, plus tons of bonus objects and power-ups, including magic spells.

Despite his strange moniker, Striker is still a wizard at firing magic missiles and fireballs from his fingertips — if he's got enough magical energy.

He's also better with his feet than Gary Lineker, which is just as well as there are loads of nasties to kick where it hurts. These range from skulls and skeletons to demon dwarfs and mutant frogs.

Then, every so often there's a large fire-spitting superbaddie to see off. Superweapons like rockets and razor discs certainly come in useful here. Not to mention magic mushrooms, vitality sacks and brief invulnerability. I said not to mention that!

As in *Switchblade* there are ladders to climb, platforms to jump across and stone blocks to punch to reveal hidden items.

Looking into my crystal ball, I predict *Striker* will be released shortly at the ever-so-low price of £3.99. Keep an eye of toad out for the in-depth ZZAP! review next ish.

Be bowled over by...

World Cricket

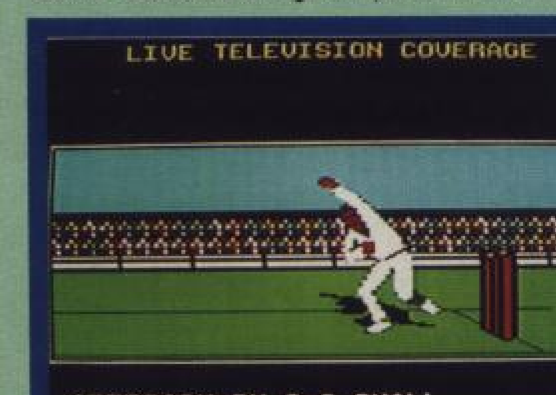


Ahh, there's nothing like a good ol' cricket match on a summer's day. The cracking sound of leather on willow, mixed with full-blooded swearing as someone gets a cricket ball on the bonce. MARK CASWELL mistakes a lunch box for a cricket box and makes a complete prat of himself (not too difficult — Man Ed)...

Cue sound of two empty beer cans being rhythmically smashed together, 'coz the ladz at Zeppelin are soon to release a new locust... sorry cricket game.

In *World Cricket* you're the manager of an international team (from a choice of seven). Your aim, as in all other games of this type, is to lead your team to glory and win a big trophy and be kissed by loadsa girlies and... (that's enough slobbering, Corky — Man Ed).

There's the obligatory options screen to start the game. So choose your team and then decide the tour length and type (ie home or away). At the beginning of a match the opposing teams' statistics are given (to rub in the fact that you're about to be slaughtered). The match then begins, or you can chicken out and return to the main menu to make player adjustments (an extra arm here... an extra leg there, that sort of thing).



Play is split into three sessions, with about 35 overs in each session. The toss of a coin decides who bats first. It's up to you choose batters, fielders and bowlers from the icons (when the needs arises). Other icons contained in the game include: On Air (switches highlights on/off), Medic (to treat injured players), Disk Load/Save and a Tour Report. Find out if you're the next Ian Botham when *World Cricket* hits the streets very soon, priced £3.99. In the meantime you could always practise by telling TV newsmen where to shove their cameras!



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PD FILE

Looking for out-of-this-world software at prices that won't cost the Earth? IAN OSBORNE explains why Public Domain's for you...

Greetings, cheapskates! After a brief sabbatical the PD File is back, leaner, meaner, and better than ever before! Over the next few months we'll be bringing you the very best of Public Domain. Whether it's cheapo games you're after, snazzy demos, utilities even, this column will be right up your street.

The biggest and (according to it's proprietor) bestest PD library currently on the scene is **Binary Zone**. We get the lowdown from its supremo, Jason 'Kenz' Mackenzie (oh goody goody, it's waffle time — Man Ed).

How long has Binary Zone been up and running?

'Around a year and a half, but took over a year to set up. Running the library's a full-time job — disk and tape copying from nine till five, compiling new packages in the evening. I also work most weekends.' (Aaah, shame — Man Ed.)

How many disks are there in the library?

Binary Zone's currently the largest C64 PD library. We stock over 200 demo disks, eight utility disks, several games compilations and a few art and music packages. Most are 100% coded by the programmers, though a few games are put together with utilities. We've very few adventures (hurrah — Man Ed) and no Freescape games at all, which is surprising considering the popularity of programming utilities for these. New packages are being compiled all the time, and because I only stock high-quality material, they're always worth a look (naturally — Man Ed).

Which programs are most popular?

The largest demand's for demos. With the games, programmers seem to like writing puzzle games and shoot-'em-ups best. Whether this is because they're easier to program I don't know.

But why do they do it at all if they don't get paid (suckers! — Man Ed)?

Obviously this depends to a very large extent on the individual programmer. Some do it just for fun, some to polish their programming skills, and some to make a name for themselves to the software industry. For example, Ashley Routledge and David Saunders produced some of the best PD demos ever, and went on to convert games such as *St Dragon* and *Poseidon*.

As your material is all PD, what's to stop me copying the lot and setting myself up in competition?

I'd come round and break both your legs if you did (temper temper — Man Ed)! Seriously, although there's no law against this it's frowned upon on the PD scene. Libraries do share material, and often programmers offer their work to more than one library anyway, but to deal exclusively in other people's titles without contributing to the PD scene yourself is not a good way to run a library. The PD scene's a very close-knit community, and anyone who abuses Public Domain material in this way would soon get a bad reputation (sluts! — Man Ed).

What about home copying?

I've no problem with that, I used to do it myself before founding Binary Zone. It's not illegal of course, and I've often had requests for catalogues from people who heard about the library after copying a friend's data.

What's to stop someone buying a PD title and copyrighting it to themselves?

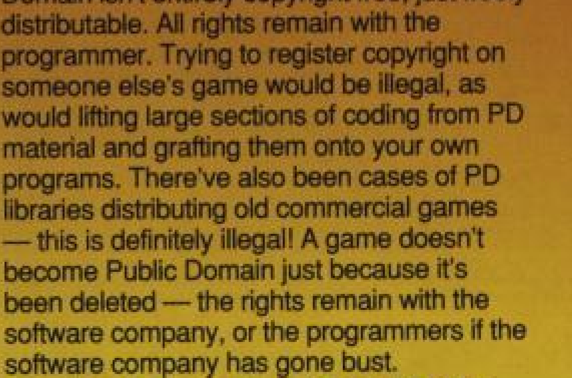
Because then the programmer would pop round and break both their legs! Public Domain isn't entirely copyright free, just freely distributable. All rights remain with the programmer. Trying to register copyright on someone else's game would be illegal, as would lifting large sections of coding from PD material and grafting them onto your own programs. There've also been cases of PD libraries distributing old commercial games — this is definitely illegal! A game doesn't become Public Domain just because it's been deleted — the rights remain with the software company, or the programmers if the software company has gone bust.

Finally, what can Binary Zone PD offer C64 owners?

Some of the best PD available at very low prices. We always send orders by return of post, and all our disks are filled to capacity. I've also introduced a new service for tape users.

Cheers, Kenz.

Binary Zone PD library can be contacted at: ***34 Portland Road, Droitwich, Worcs WR9 7QW. Tel. 0905 779274.*** Send a first-class stamp for a catalogue.

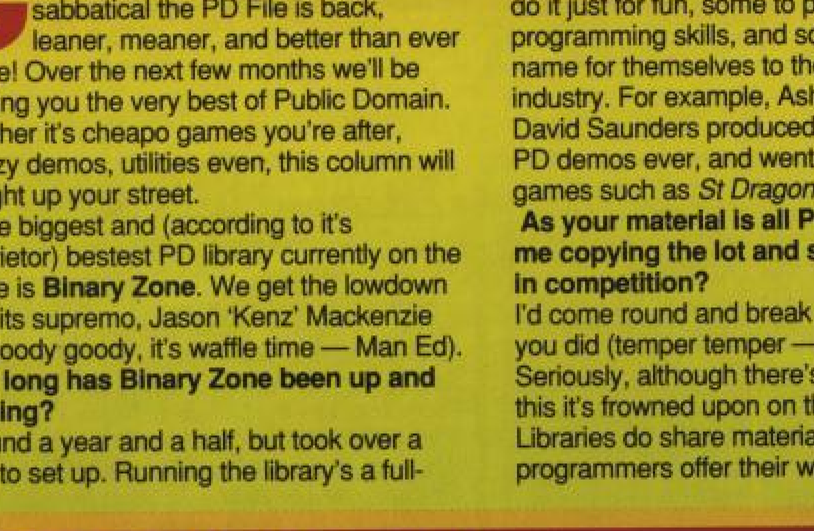


GALAX-I-BIRDS II

Written by Kenz using the *Shoot-'Em-Up Construction Kit*, *Galax-i-birds II* is an unofficial follow-up to Sensible Software's vertically scrolling blaster (featured on Megatape 8!).

You control a funny little green space ship that moves left and right, and has limited up/down movement. The enemies bounce around the upper regions of the screen in various patterns of attack, firing a variety of bombs and missiles and occasionally making low swoops, ramming the unwary player.

Although the gameplay's very samey, clever planning and execution prevent it getting boring. A high degree of humour is evident throughout — your mission will have you battling the programmer's name (honest!), a large, dagger-throwing Kung Fu creature (you see a lot of them in space, don't you?), and of course the usual aliens and starships. Some take just one shot to blast, others more than one. Some of the larger enemies need to be blasted away section by section.



Galax-i-birds II isn't the most original PD game, but slick execution and tongue-in-cheek humour make it a real winner.





Whiplash Whispers!

Greetings lesser mortals! I trust you're all feeling particularly ill, with a severe case of hives and pustulous zits all over your faces. If not, why not? We've got a new addition to the ZZAP! team — a freaky tall chappy called Carl (or something equally *drossy*). He reckons he's 6ft 8ins (6ft 5ins of which are legs) but I think it's a secret April Fool and he's actually got detachable limbs which he'll rip off any minute and crawl around the office trying to catch woodlice with his teeth. I just love April Fool's Day — one can get up to such *utter* mischief. The best prank I ever engineered was in 1605 when I decided blowing up Parliament would be a great wheeze. However, I got caught in a most uncomprimising position at the vital time so I had to send that idiot Guy Falkes instead. I always thought he was a frightful bore but at least he was hot stuff in the end. Okay waffle over — on with the letters. Just look at the luverly stack we've had this month! Keep 'em rolling in to: WHIPLASH WHISPERS, ZZAP!, Europress Impact, Ludlow, Shropshire, SY8 1JW.

CART COMMAND?

Please print this letter as it would make my day! In Issue 79 you reviewed *Battle Command*. Being a sim fanatic I decided to get it, and so at the first chance I looked in a mail order section (Turbosoft) and there it was. The only problem was that it was disk only, but you had reviewed it on cartridge.

Me being a C2Ner I don't have a disk drive, and so I decided to write a letter to Ocean to see where I could get a cart version. A couple of days later Ocean replied by sending me a list of all their games. I looked down the list and there it was, *Battle Command* — DISK ONLY!

Please, please, please can you tell me where I can get a cartridge version or would you be so kind as to send me your copy? (I'd give you a tenner!)

Just a few more things — where can I get *Exile* and are there any good flight sims planned? (*Project: Stealth Fighter* is excellent!) Oh and by the way ZZAP! is brill and all the other mags are crap!

Craig Ellis, Basingstoke, Hampshire.

● Ocean assure me that *Battle Command* is on cart only.

***Exile* has been released and should be available from most software outlets, but if you're having trouble try ringing Europress Direct on 051 357 1275.**

Good flight sims seem far and few between these days — I can't think of a single one planned.

Miss W

SATANIC SINNER

Please forgive me O ZZAP!, for I have sinned. I have boughteth a copy of CF. I just don't know what came over me — it's probably because they published the February edition before you did.

I have disposed of the satanic magazine, and I only hope you will find it in your heart to forgive me.

The Devil, The Dark Depths of Hell

● Don't put yourself down, you sound a very horny guy to me!

Miss W



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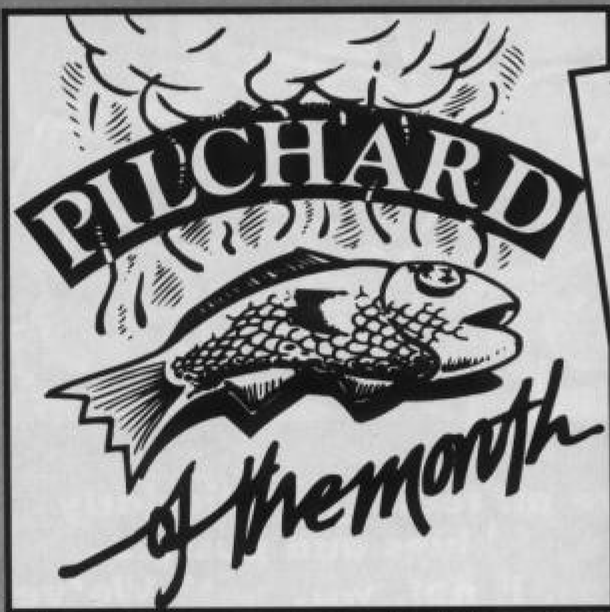
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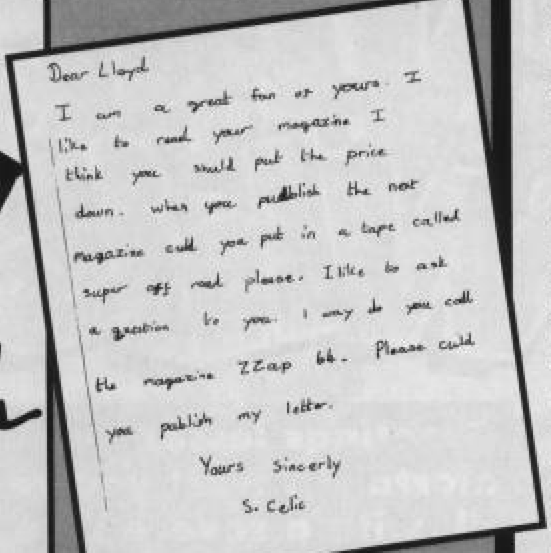
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Dear Lloyd

I am a great fan of yours. I like to read your magazine I think you should put the price down. when you publish the next magazine could you put in a tape called super off road please. I like to ask a question to you. I way do you call the magazine ZZap 64. Please could you publish my letter.

Yours Sincerely

S. Celic

● I'm glad to see you're a ZZAP! fan, but what the blinkin' hell are you wittering on about? Why do we call the mag ZZAP! 64? 'Coz it zaps the opposition to shreds and gives the best coverage of the 64.
Miss W

KER WACK!

Yo. By the way, 'Ker Wack' means 'hello' to you my friend. Anyway what I want to talk about is of somewhat importance. Well it is to me anyway and no doubt others feel just the same way as me. With their hands. It concerns the adventure section that appears in ZZAP! every month. I mean of course the brilliant invisible one.

It's amazing how much fun is involved when looking for this strange, exciting pheh (No), feh (wrong again), phenomena (is this right?) (No, it should be phenomenon actually! — Miss W.).

It truly is an uncanny experience. I have been reading ZZAP! since Issue 35, that's just over 4 years. I can read as well, good stuff.

Over these 4 years I have noticed a considerable change in your illustrious mag. But most notably the complete demise of an adventure section (that is apart from the invisible one) and I will not stand for it.

So come on you party people, pull your fingers out and get someone to help you out. If there's a job going can I have it please?

1. How many valentine cards did you get?
2. Is there anywhere local to me where I can get my hands on a copy of Zzzzzz?!!!
3. What's the difference between a Bakewell tart and a custard slice?

Have you ever seen a custard slice with a skirt on?! Ha Ha.

Thought I'd lighten the mood.

Right ho, that seems to be everything. So I guess I'll cut off.

SJ Aspinall, Liverpool.

PS. Will you ask Claire Morley for a date with me?

PPS. I was going to send you all some of my mum's scouse. But I'm not that cruel.

● As you can see, this month's adventure section is not invisible! We'll also be covering more of the adventure scene from now on and maybe have another adventure on the Megatape.
1. Far too many to count and some of the suggestions in them are disgusting — I'm awarding gold stars to all the senders!
2. How should I bleedin' know?!
3. I ought to give you a good thrashing for such a half-baked joke!
Claire says to send photo.
I love the taste of scouse.
Miss W

RATINGS WAR

I wouldn't be surprised if all the ZZAP! and CF readers are pretty confused at the moment. Neither magazine seems to be able to agree on the quality of many games. One game might be excellent in one magazine and totally bogus (no, I haven't seen 'Bill And Ted's Bogus Journey') in the other. Take, for example, *Rolling Ronny* from Virgin. CF gives it a measly 45% while ZZAP! awards it with an 87%-er. This seems to have happened with many games being reviewed at the moment, eg *Neighbours*, *Tilt*, and *Neverending Story II*. I know that a review

HEAVY LOADING

ZZAP! is the best computer mag I've read (grovel grovel). On my C64 not all games work, especially games by Ocean (Hit Squad). Please help, I'm going mad. I nearly forgot to buy last month's ZZAP!, that's how desperate I am. Have you any advice?, I have replaced the data recorder but they still won't work.

Stuart Sheperd, Broseley, Shropshire

PS. Print this or I'll come down the road and give you my cold.

● Your cold what? Anyway, as revealed in last month's Whispers, all you have to do is put a little screwdriver (size is important) in the tiny hole on your datasette and keep turning the screw a little bit and trying to load the game — if it doesn't work turn it a bit more for the next attempt. Also, have you tried cleaning your tape heads: cotton buds and some tape-cleaning solution is best — it always works for me!
Miss W

GIANT HAYSTACKS

Please publish this letter and I will subscribe to ZZAP! for the rest of my life.

I have just purchased *WWF*, the Sizzler from December issue. I am a little disappointed as it proves little or no challenge at all. However it deserves its Sizzler, it has fantastic fast-moving, smooth, and well-animated sprites. It has great intro tunes on the selection screens and on the 'slag off' screens. The end-game screen is very good and the tune is perfect.

It's a very easy game, which I completed in four days., the only challenge I found was in Sargent Slaughter on the last level, every time you hit him he gets tougher, but it didn't stop me from making front page news on the 'Ocean Times' the first time that I reached him (Ocean times — the end-game screen).

I have sent gameplay tips to Corky and hopefully they will be published along with this letter in the next issue of the one and only ZZAP!.

By the way, I think the letters and Corky sections are by far the best sections in the magazine.

This is far from the point but would I be true in saying that Activisions *Enduro Racer* only received 16%, this cannot be correct?

All for now!

Sean O'Flaherty, Co Cork, Ireland

PS. I think the Megatapes are excellent, but who gave *Paradroid* its Gold Medal?

PPS. My friend and I have made an excellent game. Is it possible to sell the copyright or have it reviewed?

● I too found *WWF* a bit easy, but grappling with those muscular wrestlers certainly has me in a sweat!
Yes, *Enduro Racer* got only 16% when originally reviewed in Issue 27. However, in the review of the budget rerelease in Issue 53, it was felt the original reviewers underrated it. Second time around it got 59%.
***Paradroid* earned its Gold Medal from Julian Rignall, Gary Penn and Bob Wade in Issue 3.**
If your game is good enough, try touting it around the software houses. If someone publishes it, we'll review it. Alternatively, you could send it in for consideration for the ZZAP! Megatape — we pay a good whack for readers' games!
Miss W

CRITICAL ANALYSIS

After buying 81 issues of ZZAP! 64 over the years, I write to you one last time to try and get a letter printed in your magazine (for God's sake I need some reward).

Since ZZAP! reappeared, I have found that the people who have written in since are so pleased to see ZZAP! back again that they fail to criticise the magazine enough. Well, it's time to put that right, I feel, otherwise the new editor will think he can get away with murder!

Firstly, something that has been bothering me for quite sometime now is that only two people review each individual game. I always found that the reviews were more informative with three individual opinions. I must admit, though, it is a good idea to include an opinion with the plot of the game, but one more reviewer would be helpful.

My second point concerns the start of the magazine. I'm referring, of course, to the contents page which, in my opinion, was far better in the old days before Julian left. It may have seemed too plain to Gordon Houghton, but, to me it had a distinctive style which was ZZAP! 64. Also, the editorial piece went some months later. I used to love reading what the 'current' editor had to say each month. This page used to contain the advertisers index and the games reviewed index as well. Since then we have had irregular editorials mixed in with other 'stuff', which, to me, is shoddy and unprofessional for a magazine of your stature.

On the positive side, the ZZAP! Megatape pages are superbly informative, the tips maintain the same very high standard and the humour balance in the magazine is just right. What I would like to see return to ZZAP! is the Zzapback section. This section was, I believe, declared permanant by Gordon Houghton in Issue 40. Another thing, it would be nice to see 'Rockford' and 'Thingy' pop up in the margins from time to time.

Minor presentation flaws aside, ZZAP! 64 is still the best 64 magazine on the market and after all this time that's some achievement!

Mark Cripps, Chichester, Sussex

● Two reviewers per review is more than you'll find in our tired rivals, but Fat Ed says he'll consider having three for big reviews.

I hope you like our new snazzy contents page, and the ZZAP! Zone with comments from everyone — not just the Ed.

We don't have Zzapback but we do have Flashback which concentrates on rereleases of old classics.

I'd like to see a few things pop up in the borders — who knows?, keep watching!

Miss W

is a personal view but they can't be that different? Can they?

Who says that the new 3.5″ disk drive is 'too late' (John Major? Neil Kinnock will disagree with that and promise that he won't raise taxes). I recently asked my friendly (NOT THAT friendly) computer shop owner whether (it's a bit foggy at the moment) he would be getting in the new drives. He said he would, but they have all been sold already and that I would have to buy it before I even see it because they are in so much demand.

Will anyone be doing a 'Star Trek: The Next Generation' game. (Ocean may'haps?) It's time somebody did if just for the sake of us 'Trekkies'. Watch it because of Counsellor Troi, phew, wow, etc).

Here are my 'silly questions' (as asked for in Issue 81):

1. Can I use tapes in my disk drive?
2. Why did I buy *Dick Tracy*?
3. Why won't my keyboard work on my C64GS?
4. Who is the leader of the 'Labour party'?

Thats yer lot.

Alf Weedersane! (I think he's a friend of Helmut Kohl!), St Annes on Sea, Lancs

● Yes, reviewers are entitled to differences of opinion, and with any game there's always a certain amount of personal preference and taste involved, but the amount of difference in the reviews mentioned can't really be accounted for by this. One of the mags has obviously got it wrong. The ZZAP! team has looked at all those games again and still believes the ZZAP! marks were fair and accurate.

I certainly don't believe the Tib drive is too late. If it's selling as well as you say then it should attract more software support and then it'll really take off.

'The Next Generation Game'? Will it involve a strange mutant with a dead-hamster wig and huge chin? No, seriously, it sounds a good idea, but don't be so sexist about Counsellor Troi — Commander Ryker's much nicer! He can stun me with his phaser any day!

Miss W

ROB ROY?

About Stu the Ed. I didn't mean the knife to slip but these things happen and anyway fat Metro-man's taken over.

Now for some questions

1. Can you get *Horace And The Spiders* on the C64?
2. Will *Lemmings ever, ever be released on the C64?*
3. Any tips for the pirahana ponds on *Creatures*?, they're making me cry.
4. Tell Michael, Co Cork, in Ireland (Rrap ish 81) that I can load my C64 in seven different ways, but four of the ways are secret.
5. How many flowers grow in an English country garden?

Anyhow, my Bic super inky pen is running out fast so goodbye.

Rob R, Scotland

PS. Please print this letter as it is my fifth time.

PPS. ZZAP! is ace, but not as fat as my face.— Phil the fatty.

● 1. *Horace And The Spiders*? That Speccy game so ancient it's recently been dug up by archaelogists? A bit before my time, I'm afraid.
2. Psygnosis say 'maybe'.
3. Write in to Corky for tips help.
4. Hmmm, you'll have to show me your techniques sometime.
5. I don't know, there's so much deflowering going on.

Miss W



TAPE TROUBLE

I've just received ZZAP! copy 81 and *Gribbly's Day Out* won't load, can I send it back to you?! Also *Nythyhel* is driving me crazy, please send help. Also I'm only seven (my dad's helping me but he's useless). You and other mags give cheats, but I don't know how to access my C64 with these cheats and tips — neither do the other dudes at school.

Thanks

Ian Wheatcroft, Coventry

PS. Are there any other games, like *Nythyhel* on the market for purchase?

● Of course you can send your Megatape back for a free replacement — but send it to Spool (see the address on the tape inlay and in the Megatape info), NOT the ZZAP! office — it'll just delay the return of the tape.

Entering a tips listing simply requires you to type it in, line by line and then RUN it. Reset pokes require a special Reset switch which you can buy for about three quid (or make one yourself — see last month's Whispers!).

There are loads of adventure games like *Nythyhel* available — look at this month's adventure round-up.

Miss W

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JOHN SIMPSON was the Software Evaluator.

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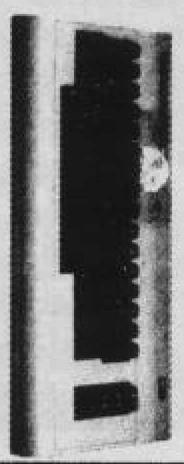
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ZZ

WALLABY? I'LL HAVE A PINT PLEASE!

I would like to reply to Clare Edgeley's (of Domark Software, Issue 80) letter regarding your review of *Rugby — The World Cup*.

In my opinion this game deserved the mark you gave it. I only wish I had waited for your review before I bought it. The graphics are dull, sound is rubbish and the gameplay is pathetic.

I am a great fan of rugby, after all we are the world champions (brag, brag). I only hope for a huge improvement in *Rugby 2*.

Darren Delforce, Australia

● Even I found *Rugby — The World Cup* boring — and I'm a fan of both rugby and joystick waggling!
Miss W

DIRTY TALKING

I'm writing to express my disgust at this filthy thing you call a magazine. I mean, good God, what's the country coming to when the standard of journalism is reduced to smutty innuendo, sexual connotations and horrible four letter references to the private parts of an elephant? Why can't you actually print the straight facts on the subject of which your magazine is based i.e. Rotary Mower construction, Waterbeds etc.

Melvyn Andrews, Torbay, Devon

P.S. How about changing the title "ZZAP!", which I believe to be yet another "under the sheets" reference, back to "Home and Gardening" and be done with it?

● Well Melvyn, I think you have the wrong publication in mind there, but we'll certainly consider your suggestion for a new title. (Crikey! What a loverly pair of tusks you've got there!).
Miss W



ASK ANOTHER

I am writing to you to complain, praise and ask questions. First I will complain. The *Shinobi* cheat don't work (Issue 79) I checked it over and over but it seemed to look odd in lines 2 and 3 but then again it was the same as the listing printed. It said type Mismatch Error in 2. Also these music hax don't seem to work, what am I doing wrong?

Let's start another crazy craze in ZZAP!, so here goes, wait for it... oranges in banana custard.

Also I have two stupid questions: is ZZAP! still going? And is the C64 popular?

I wish people would stop talking about the C65, Commodore might scrap it for the A300, then again they might scrap the A300, end of story! OK?

I am glad me fair mag is back I had to read CF and I thought it was crap! Keep up the good work, by the way are you on Gamesmaster? — I haven't seen any C64 stuff on yet. Methinks they should blinkin' well see *Creatures*, *Turrican I* and *2*, then their minds might be changed to include the C64. Now down to some serious destruction of my questions.

1. Are there plans for a *Creatures 3*?
2. Would ZZAP! like me *Turrican 2* tips complete with last of the maps and more cheats as well? Also will I get the tips of the month award.
3. Tell Boris to do more solutions to adventure games please.
4. Will the new disk drive have a program so that tape/disk games can be transferred to the new disk drive?
5. I think Rainbow Arts ought to pay Manfred Trenz more cash for *Turrican 3*. What do you think?
6. Psst. Do you want to know where one of SAM (the company designing new games for the new disk drive) outlets are?
7. I will tell you anyway. It's in Langley Mill, Eastwood,on an industrial estate — don't know which unit it is yet, but is right next to Crystalis Television company. I will keep you posted on it.
8. Last one, why don't you do a fact file on programming teams, etc? I have been trying to get this question published the most.

Joe Mason, Jacksdale, Notts

PS. I hope you like the photo which was took when I was on my hols.

● You want to brush up on your grammar, Joe. If you were in my class I'd keep you in after school for special attention!

Anyway, don't ask me about tips, please send your enquiries to Corky.

Oranges in banana custard sounds fun, though. What do you do with it?

Those Gamesmaster chappies sound like naughty boys to me. Maybe I should go down and shove their 'golden joysticks' down their throats?!

1. Sadly, it's not likely.
2. Send 'em in and you *might* win the tips of the month award. Don't and you won't!
3. That is something Corky hopes to include in his tips from now on.
4. Yes it does, but it probably won't be able to copy heavily protected professional games — and anyway, copying games (even from one storage format to another) is illegal without the software house's permission.
5. I think they ought to give him a good spanking!
6 & 7. Erm, yes. Thanks for telling me. I think.
8 Now that is a good idea. I'll make sure Fat Ed gets it!
Oo-er what a saucy seaside picture!
Miss W

PSYCHOLOGICAL MAELSTROMS

I woke up the other morning in deep confusion. Let me explain, its a state in which your brain is all mixed up. Anyway, as I say, I was smearing lard on our budgie's boil when suddenly, I fell into a psychological maelstrom of my own making. But taking after my grandad, (with a pitchfork) I picked myself up and lived to ruin another beetroot.

Tracy Smedly, In a white wine sauce, Lobster

P.S. Psychological Maelstroms of your own making can be easily purchased from any OSWALD MOSELEY CHARITY SHOP.

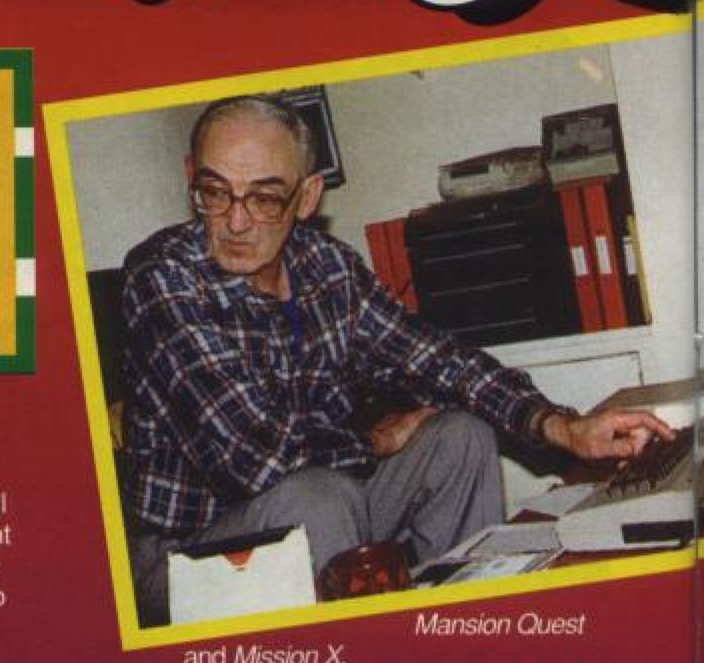
P.P.S. SQUEAK!!!!!!!!!!!!!!!!!

● Well Tracy, lemons only really work well if you antagonise them, but otherwise go to Milford Haven and shout "Everyone a winna!" at the top of your naselhairs...

Right that's it farty-breaths, I've had quite enough of you for this month. Buzz off for now, I've got much more important things to do like beating fatty Phil into complete submission — I'm getting close, but he will insist on enjoying it which is strictly not allowed. I'll look forward with breath-taking anticipation to meeting up with y'all next month. Keep the letters and silly photos coming to: WHIPLASH WHISPERS, ZZAP!, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Pooley makes

Say what you like about the other 8-bit machines: Spectrum and CPC, they do have a better supply of adventures. Things are about to change though. BORIS MYASHIROV talks to a leader of the C64 adventure revival and presents a round-up of his games...



Walter Pooley is a long established, much respected adventure author and friend to all struggling players who need a hint or two. He's just converted his five Spectrum adventures to the C64, to cheers and champagne corks a-popping.

So where did our adventuring sage begin his hobby?

'It was in 1981', said Walter, 'when I borrowed a Texas TI-99/A. I started, but never completed, Scott Adams's *Pirate Adventure* on cartridge. But I wasn't discouraged. The Dragon 32 was my first computer. I bought a game called *Black Sanctum* from Dixons, and then Scott Adams's *Mission Impossible*, which was later changed to *Secret Mission* because of copyright problems with the TV series which was popular at the time.' (This message will self-destruct in five seconds! — Ed.)

Desert island disks

Walter's first authored adventure was *Desert Island*, followed by *Castle Adventure*, *Mansion Quest* and *Mission X*.

The Pyramid is his most recent work — as with the others, produced on the Spectrum's *Quill* utility, but upgraded and tidied for the C64.

The subject matter for the adventures are quite varied. I wondered exactly where Walter chose his plot lines.

'For *Desert Island*, I lifted the basic story from a type-in program published in a Tandy magazine. As far as the others,well, I've always wanted to do a castle adventure and a SF adventure and so on.'

Finally what about the haves and have-nots of the adventure world. What about adventure faves?

'*Lords Of Time* must be high on the list.'

Why?

'Because I enjoyed it!'

Oh... righto. How about the dross? Any bad'uns out there?

'*The Hobbit.* Which I don't think is a proper adventure. It was only as a result of hype that it got off the ground at all. Everywhere you go you have to constantly wait for something to happen, you don't need to visit half of the locations. It's also bug-ridden. I have similar comments for *Sherlock*. Also *The Island* by Crystal and *Woods Of Winter*.



CONTACTS

Walter Pooley's games are available on both disk and tape. All five adventures can be purchased, as a compilation, for £12, on disk. Alternatively, they sell for £3 each. Tape users can by each adventure for £2.50. All prices include VAT and P&P. Send a cheque or postal order to: *Atlas Adventure Software, Mandy Rodrigues, 67 Lloyd St, Llandudno, Gwynedd LL30 2YP.* Overseas readers add £1 to cover additional costs.

Reviewz!

CASTLE ADVENTURE

Once loaded the game offers you a quick intro telling how you must rescue the fair princess (in the original Spectrum version of the game you could play the girl rescuing the prince!) who's stuck in one of the towers of the whopping great castle you're presently gazing at. After this is a brief techie page showing the game commands.

These include a rather speedy RAMsave (save position to memory). This is easily accessed by typing 'SAVE', after which a

Waves!



three-choice line menu offers saving to Tape, Disk or RAM. Retrieving the RAMsave is merely a case of typing LOAD and choosing RAM.

Short and straight

In the game you'll see that all of the locations (presented with a pleasing white-on-black text screen) are briefly described with no flowery prose. Walter's philosophy is that long text screens get in the way of the game. He would rather see the game's problems flow and get the player thinking rather than wasting time reading long screenfuls of text.

Castle Adventure is full of knights, fire-breathing dragons, swords, armour, hidden rooms and a smattering of magic. But rescuing the princess is not the end of the story as you're then treated to an extended treasure hunt section to finish off.

The game is jam-packed with problems, some of them real brain scratchers, which hit you one after another without a break. There are no fancy frilly gimmicks or techie devices — just plain adventuring fun with bags of gameplay. Recommended.

OVERALL STRIKE! 73%

MANSION QUEST

Your eccentric uncle has, you'll be pleased to learn, left you a bob or two but (there's always a 'but') the little rascal has hidden them away in various parts of his mansion.

This adventure is in two parts. Firstly, you must get off the train. Simple? Well, not really — at least not in this adventure! Also, once you're on the station's platform you come across a few sneaky problems involving a member of BR and a bucket!

Actually finding and getting into the mansion is not exactly easy, never mind searching the joint for the cash. Exploring the surrounding area will reap dividends in this game.

X marks the spot

Eventually,when you get into the mansion the second part of the game clicks into place: the treasure hunt.

This isn't exactly a novel concept. In fact, I normally cringe a little when I find that, yet again, I'll be off with a large Tescos plastic bag in search of treasure to re-enact *Colossal Cave* all over again.

The trouble is that most treasure games are unimaginative, repetitive and boring. They, generally, rely on a set of classic and rather staid bunch of puzzles. However, *Mansion Quest*, which cannot be described as ground-breaking by any means, does offer a selection of interesting and thoughtful puzzles to keep the game absorbing and lively. Solid gameplay which will keep you happy for a few hours

OVERALL STRIKE! 72%

THE PYRAMID

I'd sit down, if I were you. This adventure is (drum roll) about... a Pyramid!!! Quick nurse! Smelling salts for the readers! Phew, glad that's over with.

Yes, folks, 'tis the desert — that hot-bed of heat. Sun, sand, sun, more sand... and even more sand, oh and that pyramid full with treasure and a good few nasty tricks for the unwary adventurer.

The beginning of the game sees, what could have been, the most difficult start to an adventure game, ever. A (wait for it) 256-location maze! Good, eh? Wander around for years without ever actually playing the main game. Fortunately, our Walter has charity in his heart and compassion in his Commie 'cos there's help to be found. However, I won't tell you how, when and where (heh, heh).

Once that's sorted out and you've grabbed a swig of the lead-free Perry, it's off to the tent to search for a few supplies. But be careful in there. Watch out for the wildlife. Once past that lot it's into that large pointy thing, one of the wonders of the world. In fact, one of the questions you'll be asking yourself is, 'I wonder how you get in?'

A pyramid full of puzzles in this game gives you another few hours to while away. All logical with varying difficulty levels, the puzzles are well designed and never unfair. A good game with the usual presentation and utilities.

OVERALL STRIKE! 76%

DESERT ISLAND

You begin this game having run out of fuel. Sitting in your motor-launch you decide to jump to the shore of the desert island that lies alongside in search of some of the black gold. The island, although appearing to be deserted, was used by the US Navy up until 1945 so there are plenty of opportunities to find bits and pieces to aid you in your quest.

If ever an adventure blew the final treasure out of all proportion — it's this one! The amount of work you have to do to get your precious fuel is considerable. However, it's also highly enjoyable. Although all of Walter's adventures follow this policy, *Desert Island* epitomises his conviction to produce puzzles with logical answers — a rare commodity with adventures these days (text or graphic). Even the maze is logical.

Again, the presentation is sparse but clear and all of the information you require is provided along with the useful RAMsave.

No rubbish

During play in *Desert Island* (and you'll notice this with all the other reviewed adventures) is the 'garbage catcher', as Walter calls it. This programming trick prevents the screen becoming cluttered with text and scrolling down the screen. This effect normally means you also lose the location description. The garbage collector doesn't allow you to move further from the first screen. It just clears the rubbish and re-presents the location description with a clear page to type onto. *Desert Island* is one of those games where you play, look up and the clock has moved onwards three hours. Full of

OVERALL STRIKE! 77%

MISSION X

Mission X takes a science-fiction plotline and gives it a delicate twist. After an alien encounter while trotting down the road (I dunno, if it's not rampaging United supporters or Jehovah's Witnesses it's bloody aliens) you learn you've been selected to represent the human race in a sort of cross between the local Pub Quiz Night and the Krypton Factor.

The ultimate prize is that the Earth will be admitted to the Galactic Federation.

The test takes place upon a reconstructed English village situated on an alien planet... (they later rebuilt the place on Earth and called it Milton Keynes).

Perplexing puzzles

Mission X offers the usual Pooley brand of presentation and game commands plus utilities such as RAMsave. Puzzles are logically designed and vary from the easy, 'lulling you into a false sense of security type' to the hard, 'brain-wrenching mad staring eyes' variety.

The design of the game and the plot is probably the most imaginative of all of the games reviewed here and, subsequently, it rapidly became my favourite of the five.

The style changes from a church area, to a pig farm, over to a country house and all interspersed with a smattering of alien details, guards, robots and the like.

Mission X was also,when I originally played the game on the Spectrum, the first adventure to introduce me the word 'gazebo' — look it up. Huh, and they say computer games never teach you anything!

Another winner on the gameplay front, simple presentation, no frills.

OVERALL STRIKE! 80%

Whipl
Score
(Who could resist



★ **Okay slime-balls it's punishment time (oh wow, am I gonna enjoy this). WHAT D'YA MEAN NOBODY SENT THEIR PHOTOS IN?!? Talk about girls blousery! Are you all a bunch of total namby blinkin' pambies or what? D'ya really think it's *funny* depriving me of my monthly bit of pain infliction? Okay, I'm gonna give you one last chance. Send those photos in like *yesterday* and you'll get away lightly — a simple toenail extraction and thumbscrew session (the water-drip torture as optional extra). Disobey me *again* and I'm putting those pokers in the fire (and there's no prizes for guessing where *they're* going!) and I'll be round to your house! So stop messing me about, get those high scores with mug shot in INSTANTLY to: WHIPLASH SCORES, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW.**

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72,335 (Level 38) James Tully, Brighton, Sussex
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FLIMBO'S QUEST (System 3)
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6,431,721 (Wave 86) Mark McGarry, Larne, N Ireland
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975,875 Mark Fletcher, Mount Florid, Glasgow
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PUZZNIC (Ocean)
5,998,000 (Completed) Ronal Bhan, Lower Hutt, Wellington, New Zealand
5,455,100 (Level 8-8) CC Barclay, Edinburgh
3,801,100 (Level 8-6) Iain McLaren, Anonyville

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32,350 Patrick Walsh, Formby, Merseyside
2,819 Helen Keeling, Bournemouth, Dorset
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RAINBOW ISLANDS (The Hit Squad)
11,313,210 (Completed) Patrick Walsh, Formby, Merseyside

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271,040 Ryan Pascall, Leigham, Devon
167,953 Graham Keeling, Bournemouth, Dorset
131,035 Rory 'Revs' Stamp, Cartmel, Cumbria

ROBOCOP II (Ocean)
10,011,000 (Completed) Simon Wallington, Hounslow, Middx
9,150,000 (Completed) John Wilson, Camberley, Surrey
9,015,000 (Completed) Paul Turville, Churchdown, Glos

SHOTAWAY (Megatape 18)
51,790 Graham Keeling, Bournemouth, Dorset
17,580 Rachel Keeling, Bournemouth, Dorset

SLAYER (Megatape 17)
35,710 (4 times round) Scott 'Kwik Snax' Leach, Sutton Park, Hull
16,600 Graham Keeling, Bournemouth, Dorset

SMASH T.V.
11,255,360 (Completed) Patrick Walsh, Formby, Merseyside
9,221,940 Stephen Blidgeon, Newall Green, Manchester
9,159,720 Neil J Reive, Lockerbie, Dumfriesshire

SUBTERRANEA (Megatape 13)
38,270 (Completed) Steve Arnott, Huntingdon, Cambs
11,493 Rory McGlinchey, Edmonton, London
10,710 Patrick Walsh, Formby, Merseyside

SUPER SPACE INVADERS (Domark)
211,110 Dan Bartlett, Whitbourne, Worcester

THRUSTABALL (Megatape 19)
3,418,854 Gary 'Raze' Spence, Craven Arms, Shrops
326,427 Damon Naile, Exmouth, Devon
123,417 Rory 'Revs' Stamp, Barngarth, Cumbria

TURBO CHARGE (System 3)
73,400 Danny G, Dalton-In-Furness, Cumbria
12,610 (Completed) Graham Keeling, Bournemouth, Dorset
10,000 Dean Vandenberg, Londonderry, North Yorks

TURTLES 2 — THE COIN-OP (Imageworks)
58,610 Patrick Walsh, Formby, Merseyside
1,064 Jon Deas, Harpenden, Herts

VENDETTA (System 3)
(Time Left)
43:21 Danny G, Dalton-In-Furness, Cumbria
41:50 Punty, Norwich
41:21 John de Vugt, Roosendaal, Holland

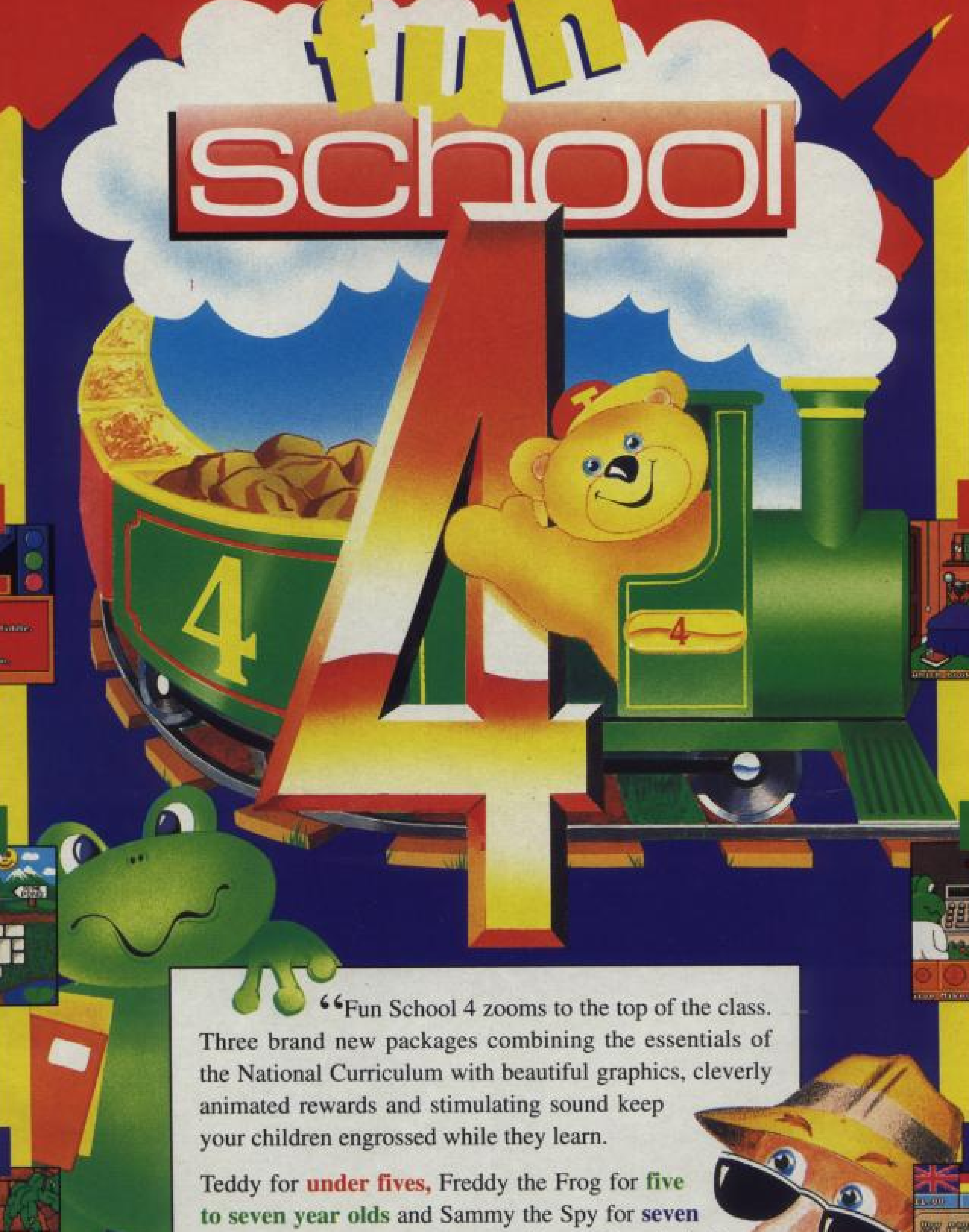
WELLTRIS (Infogrames)
10,144 (89 lines) Jan Kees Van Nek, Zaandam, Holland
6,142 (64 lines) Victor van Vlaardingen, Rotterdam, Holland
5,956 (61 lines) Daniel Johansson, Sjuntorp, Sweden

ZYBEX (Megatape 15)
90,950 Michael Garnett, Hatfield, Herts
40,390 Adrian Spink, Temple Ewell, Kent
32, 920 Ian Galston, Bishopbriggs, Glasgow

GET IT IN THERE, KNOW WHAT I MEAN?!

Yes, submit (if you don't sumbit you'll never score with me!) all your high scores now, AND DON'T FORGET TO SEND A PHOTO OF YOURSELF for me to impale, hang and chain!

Help your child to a brighter future – with the best in educational software

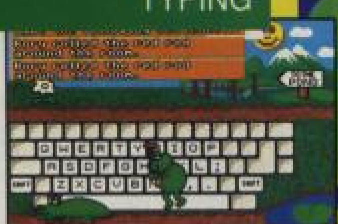


TEDDY'S KARAOKE



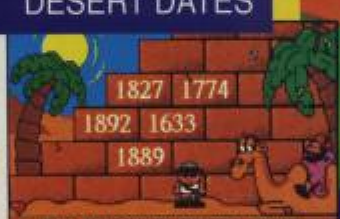
Sing along with DJ Ted to popular nursery rhymes.

TYPING



Type the correct letters and words and save Freddy from the crocodile.

DESERT DATES



Study historical events to find the secrets of the pyramids.

TEDDY'S BOOKS



Select the correct number of Teddy's bedtime book.

SHOP KEEEPER



Shop with Freddy and his friends choosing coins to pay the bill.

EXCHANGE RATES



Change Sammy's money at the international exchange desk.

"Fun School 4 zooms to the top of the class. Three brand new packages combining the essentials of the National Curriculum with beautiful graphics, cleverly animated rewards and stimulating sound keep your children engrossed while they learn.

Teddy for **under fives,** Freddy the Frog for **five to seven year olds** and Sammy the Spy for **seven to eleven year olds** provide **SIX** original stimulating programs in every pack. Plus, the carefully designed levels for each program encourage your children to have fun and learn at their own pace – and ensure they get the most from Fun School 4 and keep coming back for more."

FORMAT	Amiga	ST	PC	C64		Spectrum		CPC	
				Tape	Disc	Tape	Disc	Tape	Disc
PRICE £	24.99	24.99	24.99	12.99	16.99	12.99	16.99	12.99	16.99

Archimedes and PCW versions will follow in early 1992.
Spectrum, C64 & CPC available early November.
Amiga ST & PC available end of October.

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it's Corky!

Space, the final frontier... this is the final voyage of the Starship Enterprise. Its continuing mission is to find enough colostomy bags, Zimmer frames, hair pieces and corny one-line jokes for the entire crew. No, *Star Trek VI* is one of the better Trekkie movies, I shouldn't take the pee out of it.
As a long-term fan of the TV series, I'll be sad to see Captain 'we come in peace, shoot to kill' Kirk, Mr 'live long and prosper' Spock and Bones 'he's dead Jim' McCoy etc sent to the knackers yard... sorry retirement home. At least there's a rumour that the next movie will star the 'Next Generation' of space heroes (and heroines of course).
Oh yes, before I forget, my thanks go to the person who sent me the homemade Valentine card. But would you please write to me and identify yourself, 'coz to answer your question I would very happily be your Valentine (okay, I know it's well past Valentine's Day now, but seriously I would).
And if you refuse my request, I'll print some of the more disgusting verses contained in the card (blackmail, I love it). This month I have solutions to *Potsworth & Co*, *Rainbow Islands* and *The Jetsons*, plus loadsa other goodies too numerous to mention. 'I am DeNomolos, now what is your mission?'

RAINBOW ISLANDS

(The Hit Squad)
This is one of my favourite platform games. Here are a few tips for getting around the various islands. I can't wait for *Parasol Stars*, the third part of the Bub and Bob trilogy (hurry up Ocean!).

Cheats

- If you want to get through the early levels quickly, hold down left or right and jump, then tap at the rainbow fire button when you reach the edge of the screen; repeat this with the opposite direction pressed.
- At the top of each level, fire loads of rainbows and destroy them; this boosts your score.

Magic Objects

Yellow Potion: Makes your rainbows fire faster.
Red Potion: Increases the number of rainbows fired, three is the maximum.
Red Shoe: Makes you run, jump and fall faster.
Yellow Star: Low-power smart bomb.
Red Star: High-power smart bomb.

Normal Objects

Diamonds: Collect them for BIG points.
Yellow Flowers: 40 points.
White Flower: 50 points.
Lemons: 50 points.
Leaves: 60 points.
Blue Cocktails: Mega points.
Red Cake: 100 points.
Garlic: 10 points.
Crowns: 100 points.
Necklace: BIG points.
End-Of-Level Objects: 500 points.

Insect Island

Caterpillars: Go left and right for a while then home in on you. Quite easy to kill.
Flies: Just fly left and right. Get level with them and fire to kill them.
Ladybirds: Kill them before they reach the bottom of the screen or they home in on you.
Spiders: Fast-moving little buggers these, kill them quickly or they home in on you.
Round 1: Go as fast as you can, remembering to collect all the magic and high-scoring objects.
Round 2: Be a little more careful on this round as it's the first level featuring fly generators. Kill them for a high-scoring or magic object.
Round 3: Collect all stars, diamonds, fly generators and magic objects. There are tons of these things on this round. By the end of the round your score should be well over 65,000. Kill ladybirds quickly.
Round 4: Kill all spiders as quickly as you can, or you may lose a life. As usual, collect all magic and high-scoring objects.
The Big Baddy! — Giant Spider
Stand just right of the lowest platform on the left. If you stay there, he should just bounce either side of you. Then shoot at him when he's either side of you.

Combat Island

Trucks: Move along platforms and fall off the edge, onto the next one. Always move in your direction.
Tanks: Move left and right on the platforms, firing at you.
Cannons: Move left and right and fire bombs.
Planes: Fly left and right and drop bombs on your head.
Helicopters: Just fly left and right.
Round 5: Look out for kamikaze trucks and tank fire. Use Cheat One if you want — it's easier. Go as quickly as possible.

LOGICAL

(Rainbow Arts)
Thanks go to Bart Hendrix **from windmill land for these level codes. Now all you poor people tearing your hair out can find some peace of mind.**

Level 5	ZDHGZ
Level 10	UGFAU
Level 15	RAVZR
Level 20	BZMUZ
Level 25	HUERU
Level 30	FRCBR
Level 35	VBNHZ
Level 40	MHOFU
Level 45	EFXVR
Level 50	CVDMZ
Level 55	NMGEU
Level 60	OEACR
Level 65	XCZNZ
Level 70	DNUOU
Level 75	GORXR
Level 80	AXBDZ
Level 85	ZDHGU
Level 90	UGFAR
Level 95	RAVZB
Level 99	VBNHH

THE JETSONS

(Hi-Tec)
I won't attempt to sing the title tune of the TV show, instead I'll print this first-level solution.

General Tips

- If you manage to fall down any of the annoying holes dotted around Level One then don't panic. You always fall into the same room at the bottom of the level. Just make your way back to where you were — carefully!
- Collecting the money you see dotted about is a good idea. You will need it to pay the speeding fines in the next level.
- The best way to tackle the conveyor belts is to remember that by pressing the opposite direction you can make George stay in one place.
- Stay well away from the backgrounds to each screen. You may get a nasty surprise if you venture too close, like a spinning wheel taking you for a ride with it!

Solution To Level One

Down, down, down, up, switch all four switches, get remote, down, in through door, up, right, in through door, in through door, switch middle switch, left, switch right switch, right, down, right, down, down, right, down, in through door, left, in through door, left, switch middle switch, swap remote for spanner, down, stand on conveyor belt, right, down, left, left, turn right hand sprocket then second to left sprocket, in through door, in through door, mend lift, down, down, right, right, right, in through door, in through door, down, in through door, switch switch and collect case, up, down, down, left, left, left, turn right and second to left sprocket, in through door, in through door, down, down, down, right, right, right, now jump into the jet car and zoom off to Level Two!

PARADROID

(Megatape 24)
After the disastrous Waz P *Paradroid* hack I printed a couple of issues ago (blame the Mac department) (I always do! — Ed), Matthew Allen **sends in these handy POKES.**

Load the game and when the 'Found Paradroid' screen appears press RUN/STOP. Then type in POKE 964,76: POKE 965,102: POKE 966,254: SYS 849. *Paradroid* will now load. Then type in POKE 49152,0: POKE 44,192: POKE 56,208: POKE 52,208: NEW (RETURN).

Then type in this program and RUN to start the game:

```
10 POKE 28640,76: POKE 28641,0: POKE
28642,77
20 FOR T=0 TO 20: READ A: POKE 19712+T,A:
NEXT
30 SYS 4096
40 DATA 173,30,208,133,79
50 DATA 16,11,173,46,208
60 DATA 201,241,208,4,169
70 DATA 127,133,79,76,229,111
```

This will now make you impervious to laser fire, although you can still kill and transfer. It also has some amusing side effects, such as robots self-destructing, blowing up while firing and other such pyrotechnic treats.

Or alternately sling the cassette into the tape deck and type in SYS 63276 (RETURN) and load part of the game. Then enter POKE 964,96: SYS 849 (RETURN) to load the rest.

Then enter:
POKE 5182,234: POKE 5183,234
(Infy energy)
POKE 8659,76: POKE 8660,252: POKE 8661,33
(To always win the transfer game)
SYS 4096 to start

And finally type SYS 62806: POKE 960,0: POKE 962,246: POKE 963,19 (RETURN) to load the game with double speed.

Round 6: Keep a sharp eye out for cannons, as they're usually quite hard to spot. Kill all baddies as quickly as possible.
Round 7: Be careful not to be hit by bombs dropped by planes. Use Cheat One for most of the level.
Round 8: Go carefully and slowly, or you may not make it. Shoot all planes and helicopters. Collect all high-scoring objects, but don't bother about low-scoring ones, they're a waste of time.
The Big Baddy! — Giant Copter
Fire lots of rainbows, and when he's on the edge of them, destroy them. This takes away big chunks of his energy. Keep repeating this until he pops his clogs!

Monster Island

Small Flying Monsters: Kill them before they turn into...
Big Flying Monsters: Fly about firing lightning at you. Just blast 'em!
Bouncing Monsters: Bounce in your direction, make sure they don't jump on top of you.
Robot Monsters: Walk backwards and forwards and fire at you. Shoot them quickly but don't rush.
Round 9: Kill small flying monsters quickly or suffer the consequences. Go quite slowly and kill as many as you can. For all the monsters you will need at least double rainbows, and fire them fast.
Round 10: Not much difference to round nine. You can take this level a bit faster though.
Round 11: Try not to make stupid mistakes. Kill all of the bouncing monsters quickly. This round is quite hard, but if you can get through rounds nine and ten you should make it.
Round 12: Take your time on this round, but watch out for the bats. Don't miss anything out and try to kill all the baddies on a platform with one shot.
The Big Baddy! — Dracula
As soon as you reach him, jump onto the furthest right platform in the middle. Face Dracula and fire loads of rainbows. When he moves a bit closer, jump on them and he should die.

Toy Island

Bouncy boxing gloves: These act in the same way as the skeletons on Monster Island.
Spinning faces: These spin around the island at random. Watch for them coming from the top of the screen.
Spinning coins: These just spin from left to right and are easy to kill.
Giant faces in circles: These bounce around at random but very soon home in on you.
Water pistols: These move from left to right firing water at you. Kill them just after they shoot.
'Telescopic tweezers': These are easy to kill. Just jump up behind them and shoot.
Round 13: Watch out for the boxing gloves and spinning faces. Try to shoot them straight away.
Round 14: This has all the baddies of round 13 but has the extra giant faces and water pistols. Just shoot 'em all!
Round 15: This round also has 'telescopic tweezers'. You need to watch out for the giant faces when there's a large area of sky. Try to stay in the middle.
Round 16: This is much the same as round 15, but watch out for boxing gloves landing on your head.
The Big Baddy! — Giant Face
As soon as you get here, stand under the middle platforms and fire loads of rainbows. When he goes through them, jump on them. This should waste him. Turn round and do the same again. Continue this until he is dead.

Doh's Island

Diamonds: These come in top of screen and go out bottom, but they go through platforms and destroy your rainbows.

Everything else on the island does pretty much the same thing, ie bounce around the screen getting in your way. These things are spinning cones, spinning cubes, spinning pyramids, spinning balls (no comment!) and spinning things that are impossible to describe (definitely no comment).
Round 17: This round features the cones, cubes and pyramids. You need to look out for them because they blend in with the background.
Round 18: This round features the things in round 17 but also the indescribable objects. Don't bother trying to shoot them all, there are too many and it's too hard.
Round 19: The extra enemies in this round are the balls and the diamonds. A good way to do this round is to stay at the right-hand side in the section numbers, but watch out for those diamonds.
Round 20: There are no extra baddies here, but it's better to try and get to the top as quickly as possible, avoiding things instead of shooting them all.
The Big Baddy! — Doh Himself
Doh just sits at the top, firing waves of diamonds at you. Stand a bit to the left of him and when he fires run over to the right, jump up and fire at him. As you land he'll fire more diamonds so repeat this, but going in the opposite direction. Repeat until he's dead.

Robot Island

Normal robots: Walk from left to right firing at you.
Flying helmets: Fast-moving critters that home in on you. Blast them.
Bouncing screws: These move in the same way as the boxing gloves on Toy Island.
Spinning spanners: Spin around the island trying to kill you.
Bolts: Move left and right, falling off the edge of platforms but homing in on you after a while.
Round 21: On this round you must watch out for the helmets coming down on top of you. Try to stay in the middle of the screen as there are less enemies
Round 22: Here you must keep a sharp look out for the bolts and shoot them quickly or they will home in on you.
Round 23: Watch out for the three helmets on this level which attack you right at the start. Go to the left, turn around and blast them.
Round 24: Watch out for the helmets and spanners on this level but otherwise it's easy.
The Big Baddy! — Giant Robot
Stay in the middle, facing right and fire loads of rainbows. When he's on the edge of them, jump onto them and he should be destroyed.

BATALYX

(Megatape 25)
Here are some useful Reset hacks for that Jeff Minter classic *Batalyx*, thanks again go to Matthew Allen.

Reset and enter these POKEs:
POKE 19567,234: POKE 19568,234: POKE 19569,234
(To stop the timer decreasing)
POKE 21158,1
(Complete Iridis base in one move)
POKE 25069,169: POKE 25070,226: POKE 25071,234
(Makes you invincible on AMC2)
POKE 43936,169: POKE 43937,254: POKE 43938,234
(Invincible on bomblets)
SYS 16384 to restart

POTSWORTH & CO.

(Hi-Tec)
Here are a few tippettes for the latest Hi-Tec release *Potsworth & Co*, 'coz it's a dog's life.

Cave Zone
You play the loud-mouthed little girl in this zone and have to shout at your enemies to stun them and pop them off the platforms. The thing to remember on this zone is that you can walk through some of the border graphics; they're not all solid. Many of the items to collect are hidden in this way.
- Switches control all lifts and barriers, they also affect some spikes and enemies.
- Various enemies cannot be killed. Jump on a crate and let them walk under you.
- If a gap looks too small to walk through, try crawling on your hands and knees.
- Collecting the megaphones increases the shoutability of the little dear!
- Trapdoors crumble from underneath your feet when you tread on them. This can be useful for getting to the exit in double-quick time.
- Near each lift there's a button. Jumping on this activates the mechanism, but you have to be swift to catch the lift going up. Find yourself a crate and throw it onto the switch to activate it permanently.
- Use a similar method to the lifts to activate the conveyor belts but watch out for low-hanging machinery when riding!
- Beware of toy robots, walkin' pop guns and pygmy bats!

Super Zone
A quick change in a phone box and Nick becomes Super Duper Man! Complete with cape and underpants over his tights!
- You activate the swinging girders in the same fashion as the lifts. Jump on and you can swing to you heart's content (or until you fall off!).
- When you're beneath a pipe all you have to do is press up or down to zoom through it, very Mario-esque I don't think!
- To complete the level you have to collect the magic poppy which is situated towards the top left of the level.
- Getting the knack of the double jump is the key to success in this zone.
- Practise as much as you can but remember, you only have a limited time.
- Beware of nosey-parkers and chainsaws!

Candy Zone
The smelly hound himself makes an appearance in this sickly sweet zone.
- Watch out for candy canes, giant ice lollies, chocolate mice and the custard sea because dogs are not very good at swimming in custard.
- Giant cakes act as small platforms and can be used for crossing seas, but beware! If you stand on them for too long they sink into the lumpy liquid and make a rather nice trifle!
- Sherbet fountains are useful for reaching higher platforms. If the woof stands on them just as they're about to blow they'll catapult him much higher than a normal jump.
- The cocoa beans are a bit tricky to catch. Some are positioned so you have to make a pixel-perfect jump to grab them.

Rainbow Zone
Carter (the unstoppable sketch machine) is a wicked artist because whatever he draws comes to life! Moving up and down the level is a piece of cake because he can simply draw platforms to jump onto.
- To get past the electric barriers Carter must build a platform on the switch which makes them drop.
- Cloud platforms are tricky customers because they drop out of the sky shortly after you land on them.
- To reach the high places a useful trick is to bounce on the trampolines around the level!
- Look out for butterflies, wellington men and flying umbrellas!

Carnival Zone
Yippie! The carnival is in town and there are loads of rides to have fun with in this zone.
- The mode of attack for Keiko, the hero, is to drop stars out of the back of her hoverboard. These hang in the air for a few seconds before disappearing.
- The Big Wheel rotates around a central point when switched on and you can use the carriages to get across the gap.
- The Pirate Ship swings in an arc from left to right with a single carriage.
- You have to use it to cross the gap because you can't fly!
- Waltzers and Dodgems move about at high speed and timing is important to get past them as the floor they run on is electrified!
- When the Cable Cars and Log Flume have been started they go off on a little trip. If you don't jump on them straight away you'll have to wait!
- Look out for hot dogs, killer clowns and mutant candy floss — it's quite nasty stuff!

Dragon Island
Bouncing knights: Move the same way as boxing gloves and screws.
Dragons: Fly through platforms firing shots at you.
'Mr Potato Head' men: Walk left and right firing at you.
Blobs: Move from left to right falling off platforms until they get to the bottom.
Ghosts: Just drift around the screen being ghosts (logical).
Walking knights: These do the same as the potato-head men.
Round 25: Watch out for the dragons at the start of the round. You can block their shots with your rainbows.
Round 26: At the very start of this level some blobs will fall on top of you if you're not careful. Try to avoid them.
Round 27: The bouncy knights and dragons are the pain in this round. Try to stay to the right to be ready for them.
Round 28: Go quite slowly on this round and kill as many enemies as possible. You needn't bother killing the blobs though.
The Big Baddy! — Giant Dragon
As soon as you get here, jump onto the lower left platform and fire, facing the dragon. When he shoots at you, jump on the rainbows and over him to the right of the screen. When he shoots at you again, run under him and turn around. Fire lots of shots, and when he goes down so that his head can be seen, jump on the rainbows. This should kill him dead for sure.

General Hints and Tips
- You can use your rainbows to walk through walls by firing them through the wall and walking over them.
- You get an extra life by getting all of the diamonds on an island.
- To get the diamonds, you must a) fire a rainbow over a baddy and break it so it lands on him, or b) use one of the magic objects.

Magic Objects
Red necklace with a dot at the bottom (not normal red necklace): Get this and wherever you jump, stars fly off you in all directions.
Blue necklace (as above): Get this and weird stars fall from the sky killing the baddies.
Small Leaf: Makes a spinning thing fly around you.
Yellow box of wings: Makes you invincible for a short length of time.
Cup of destruction: Kills everything in sight (except you).

GRIBBLY'S DAY OUT

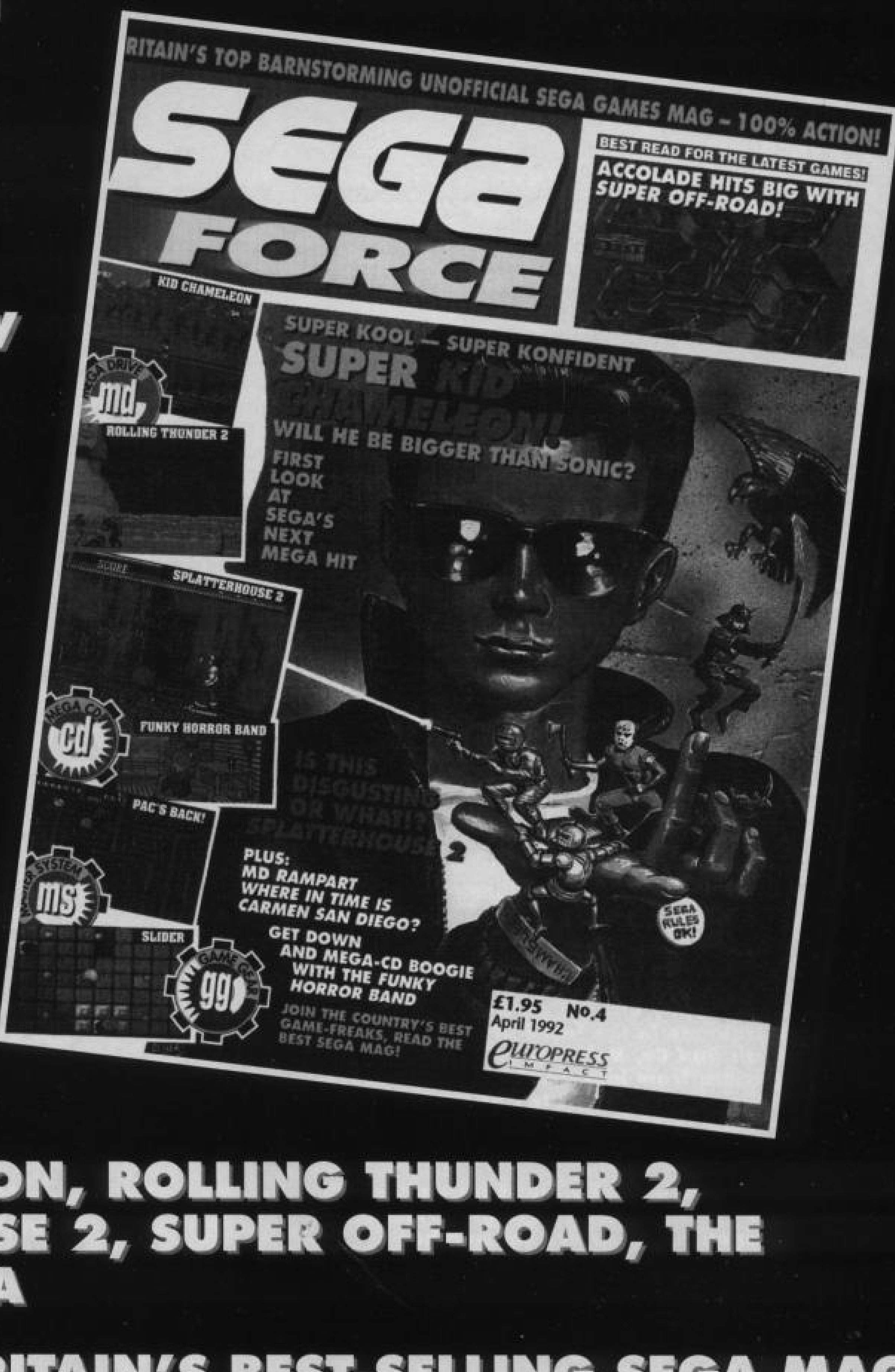
(Megatape 25)
For the third and last time my thanx go to Matthew Allen **for these very useful *Gribbly* hints and tips. Take it away Matthew.**

Bouncing — it's not a particularly fast

"BETTER THAN A SLAP ROUND THE FACE WITH A WET FISH..."
— Anglers Weekly

"PROBABLY BETTER THAN ANYTHING ELSE..."
— A Carlsberg drinker

"A WORK O FART..."
— Typing Errors Monthly



KID CHAMELEON, ROLLING THUNDER 2, SPLATTERHOUSE 2, SUPER OFF-ROAD, THE WONDERMEGA

ISSUE 4 OF BRITAIN'S BEST-SELLING SEGA MAG GOES ON SALE FROM MARCH 19.

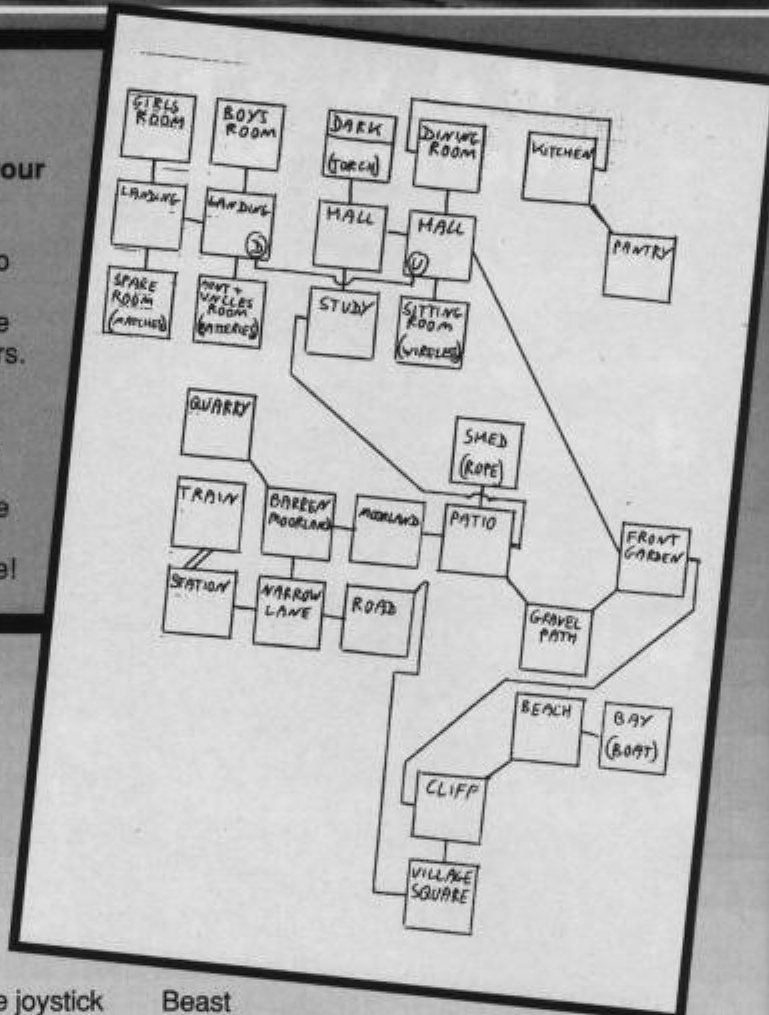
IF YOU MISSED LAST MONTH'S YOU'RE DEAD ALREADY...

FAMOUS FIVE

(Enigma Variations)

Not getting on famously in this spiffing adventure? Well don't cry into your ginger beer, 'coz here's a few tips and a map to get you going.

- To make friends with George, BUY ICES from the grocers and give them to her.
- To get into the pantry, put one character in the sitting room, and turn on the radio. Joanna will leave the kitchen, leaving the way clear for one of the others.
- Ask Joanna to give you her gloves.
- The batteries are in the clock in Aunt Fanny & Uncle Quinten's room.
- When on the island, you'll need the drink, food, gloves, spade, rope, torch, batteries, and matches.
- When in the boat, directions are not used — just ROW BOAT. Only George can land it safely.
- Make an accurate map — here's the first 29 locations, but there's lots more!



method of getting around, but it's very easy. You can bubble creatures while bouncing and you can also pick up Gribblets. However you don't have to drop the Gribblet when you want to fire. If you keep the button pressed after pick-up, you can bubble and not drop.

Then head for the cave, usually by the faster flying. You can take off from a clear spot, or more elegantly start flying from the top of a bounce. However flying is dangerous due to rather large land masses and gravity.

Caves — getting into them can be a real headache. If possible stop somewhere below, then take off vertically and float into the mouth. You can then allow gravity to gently slam you into the ledge you require. Momentum can be a problem, but gravity is the real enemy. Remember that to move Gribbly in another direction, the momentum of the present one has to be overcome first.

Webs — it's best to approach the necessary switch from below, because if you miss it you won't end up as a charred lump. If you keep the fire button pressed after triggering a switch, you won't set any more off. You must release the fire button to do this.

Flappers are a pain, literally. You very often shoot one, only to have the Gribblet you're carrying drop like a stone. This can be avoided however by approaching the Flapper at a high altitude. When you fire at it the Gribblet will drop, but you'll have plenty of time to catch it.

Gaps — many are very narrow, whatever you do don't go over one slowly 'coz in this case speed lessens damage. Just make sure that Gribbly doesn't hit anything else. Gravity is a major factor when going slowly, and jabbing the joystick will keep things steady.

The Levels — Level progression is based on the number of Gribblets saved, minus five. So if seven Gribblets are rescued, you are moved forward two levels. The sequence of the levels is (in order):

1) Hide The Gribblets In The Cave
2) The Aerial Lakelands
3) The Flooded Cavern
4) The Infinite Waterfalls
5) Wot, No Ground?
6) The Elevated Forests
7) The Blabgorian Staircase
8) Seon Is The 6809 Beast
9) The Tunnel
10) Gribbly On The Rocks
11) Gribblets In Peril
12) Water, Water Everywhere
13) Concerto For Island And Tree
14) Gribbly's Bane
15) Floating Islands Galore

Hah, Nick Roberts (CRASH tips person and part-time bog brush) is walking away from his Mac. I'll go and repay him for all the text he's half-inched from me in the last few months. Yep, the *Potsworth And Co, Rainbow Islands* and *Jetsons* solutions are from him, so if they don't work you know who to blame. It's been another very quiet month on the tips front. What's the matter, don't you like me any more? (sob, sniffle, parp).

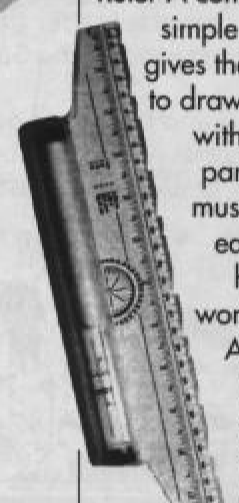
Because of the lack of work, Lucy's alter ego Miss Whiplash has been having a *cracking* time at my expense. But after I showed her Wilberforce, my pet slug, she soon scarpered. So please, please, please (wiv a big cherry on top) sent me some more work — Wilberforce can't hold Miss W in the corner for much longer (she'll turn back into Lucy soon).

So send all yer stuff to the usual address: *Europress Impact Ltd, IT'S CORKY, ZZAP!, Case Mills, Ludlow, Shropshire SY8 1JW*. And please do contact me Miss X, I'm so lonely without you (violin solos ahoy). I'll leave you this month with one of my favourite lines from Star Trek VI: 'to quote an old Vulcan proverb, only Nixon could go to China'!

ZAP! 64

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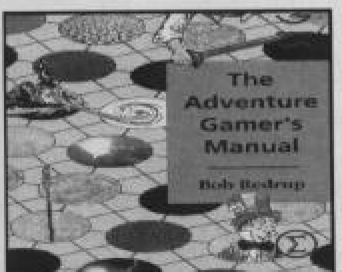


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- On a summer holiday with Hank Marvin and Una Stubbs
- For an audience with the Pope (or alternatively, Dame Edna)
- Your Auntie Nora's house with the smelly Jack Russell that bites your leg
- Mr Potts's electrical and hardware shop (a length of fuse wire please!)
- Up the Stick (the trendiest Ludlow nightspot… well, the only Ludlow nightspot really!)
- Downtown with Petula Clark

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Wired up

● Yep, you'll be well and truly wired for sound with this little fellow. Impress your friends with its tasteful blue colour scheme and unbelievable sound quality! And when your batteries go flat, there's even a power socket to plug it into the mains (via a suitable adaptor, not supplied).

And you don't even have to sell your soul to the 'Devil Woman' (ie Lucy). The all-inclusive cost is a miserly

£24!

● (UK only)

Yep, it sure sounds good to me, just like 'Mistletoe And Whine'. Congratulations, you've just made a very good decision! Unlike Carrie — she doesn't live here any more.

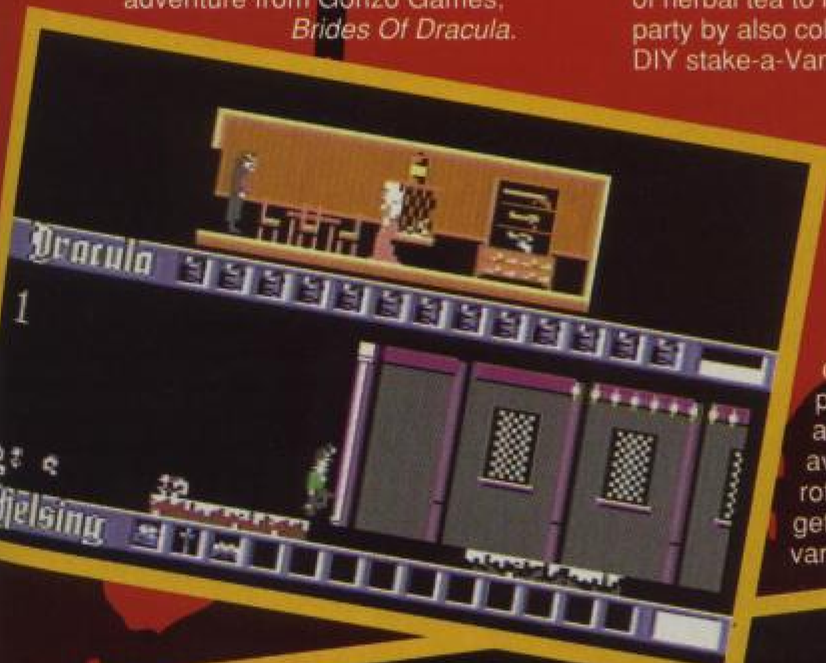
Dress to Kill!

• Win a hand-painted leather jacket!

Right, all you night creatures dig out that dinner jacket, slick back the old barnet and don that rather natty red lined cape that's been lurking at the back of the wardrobe all these years. 'Cos it's time to go out on the town for a bite to drink. Yes he's back, the man who bankrupted the tooth fairy and keeps dentists up all night, in a fabby new adventure from Gonzo Games, *Brides Of Dracula*.

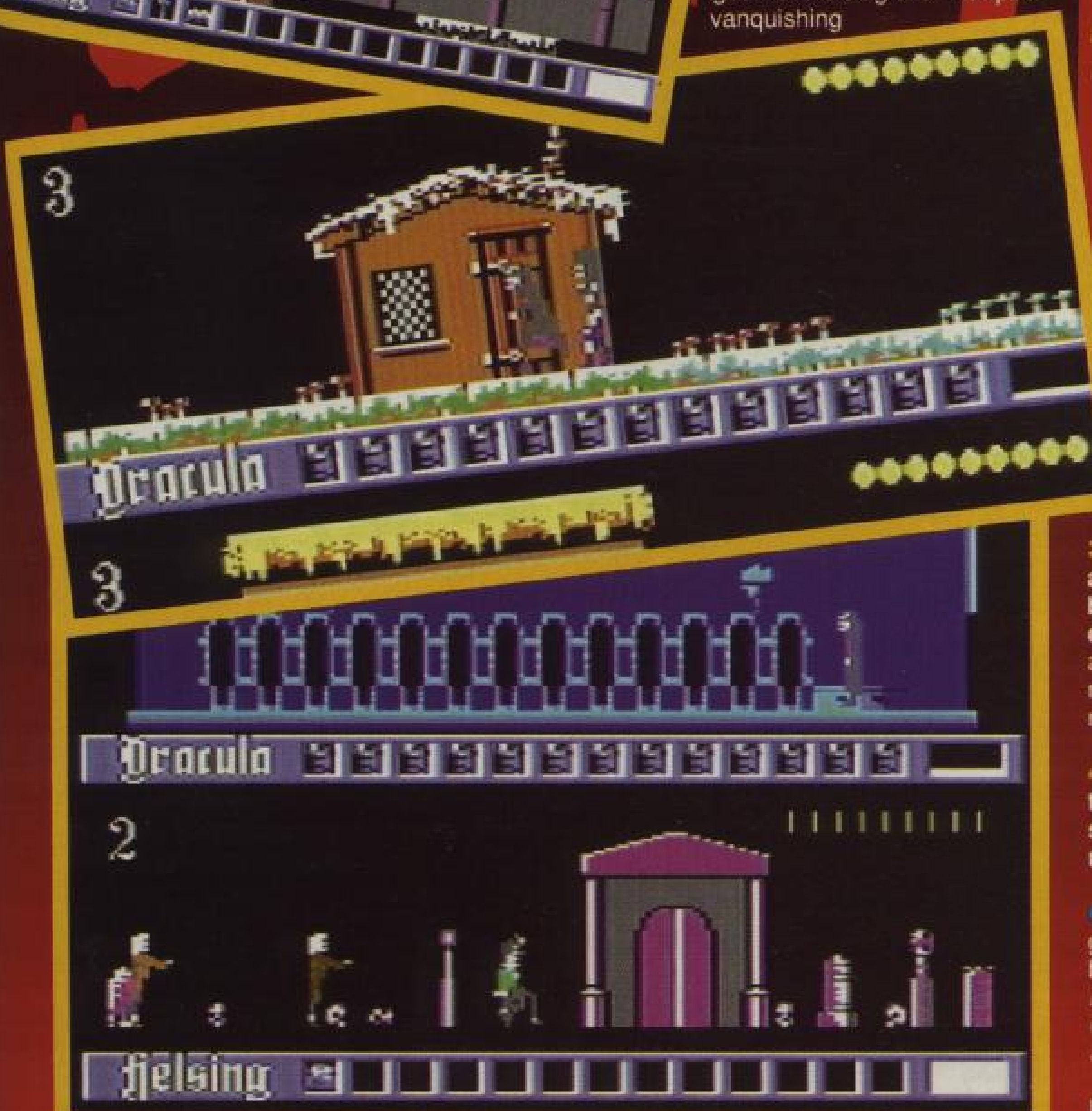
Hot blooded

Anyone who thinks the corpuscle-quaffing Count of the corpses is getting a bit long in the tooth, think again, this time he's gotta grab gorgeous girlies, 13 in fact. Unlucky girls, lucky Count... (I said COUNT, you vile child). Unfortunately that dyed-in-the-wool killjoy, Van Helsing (sounds like some sort of herbal tea to me) is out to poop on the party by also collecting 13 objects for his DIY stake-a-Vamp kit.



Bloody good fun

A sniffty horizontal-split screen is a whopping good idea as both dudes charge around through five areas full of things to collect, not to collect, power-ups, energy drainers and some very odd chaps to avoid including a rotten rotting bloodless Butler out to get Van Helsing and Vampire-vanquishing vicar (I ALWAYS avoid clergymen, they know too many actresses).



Drink up!

With one or two-player options, neat graphics and pints of character *Brides Of Dracula* really sucks, I mean REALLY sucks!

So get out those scribbling sticks, enter the compo and you could be one of six jammy barstewards who win a copy of the bloody game, with the first out of Phil's underpants also getting tonight's star prize, a leather jacket with the snazzo artwork for the game skilfully painted on the back. Not to be sniffed at (apart from the underpants).

Ah well I'm off for a bottle or two of Chateau AB Negative... Cheers, down yer neck.

Plasma puzzlers

Crocodile clips on the ear lobes and jump-start the grey matter, drag that mind above the navel spudlings, for it's time to win some spondacious prizes. Just pick the answers to these questions:

1. Who of these played Dracula most often?
a) Ray Reardon
b) Christopher Lee
c) Warren Lapworth

2. Which house dripped blood?
a) ZZAP! Towers
b) Hammer
c) 22 Acacia Avenue

3. What was Van Helsing?
a) A Mega Rock band
b) A Vampire Hunter
c) A form of laxative bark resin used by the ape creatures of the Brazilian rain forests, now served as coffee by the ZZAP! drinks machine.

4. In case of a tie tell us in no more than twenty words how Vampires manage to shave when not being able to see their reflections.

• Engrave your answers on a tooth of garlic (or alternatively scribble them on the back of a postcard) and send it to: *Europress Impact, DRAIN MY VEINS COMP, ZZAP!, Case Mills, Ludlow, Shropshire SY8 1JW.*

Entries must reach us by midnight of 14 May 1992 AD. Fingers crossed!

Flashback!

Old classics at pocket money prices!

Time's a funny old thing, ain't it? You can have too much of it, you can have it on your hands, you can stuff your roast chicken with it (that's thyme! — Ed). Mind you, some things improve with age, like good wine and the price of games. ZZAP! looks at some more VFM rereleases...

3D POOL
Kixx, £3.99

Pool, it's a funny old game, ain't it? Everyone seems to have their own set of rules — and they usually only tell you when you thought they'd just made a foul shot: 'Oh, I'm allowed to do that, it's the Clee Hill District Conference Pub Sheep League rules!' The rules usually also state that anyone disagreeing with them gets a pool cue rammed up a nostril.

Well, there's no such bickering in *3D Pool*. It's normal 8-ball, just like you get in the pub. Each player has to pot all his coloured balls (either light or dark red, depending on which he pots first) followed by the black to win the game.

Aiming your shot is done realistically by changing the angle of the glorious 3-D view. This can also be tilted up/down to determine the amount of screw/topspin put on the cue ball. Shot power is set by holding down fire with up/down to move the power meter, and you can even add left/right swerve — very useful for getting out of snookers.

While allowing a lot of flexibility, the control system is certainly a lot harder to master than in 2-D pool and snooker games, with the inevitable slight inaccuracies of the 3-D making it tricky to judge long shots.

On the hustle

Meanwhile the clever computer opponents are real sharp shooters who rarely miss a potting chance. Mind you, they take long enough to think about it — it's like playing against Cliff Thorburn in slow motion!

Extensive game options allow you to practise against any of seven computer players, play a friend, or compete in the full knockout tournament.

Last but certainly not least, there's the trick shot editor with 15 trick shots to try and the facility to create your own.

It's the icing on the cake for an all-round excellent simulation and definitely the most realistic pool game around. Put your money on the table for this gem.

OVERALL STRIKE! 85%



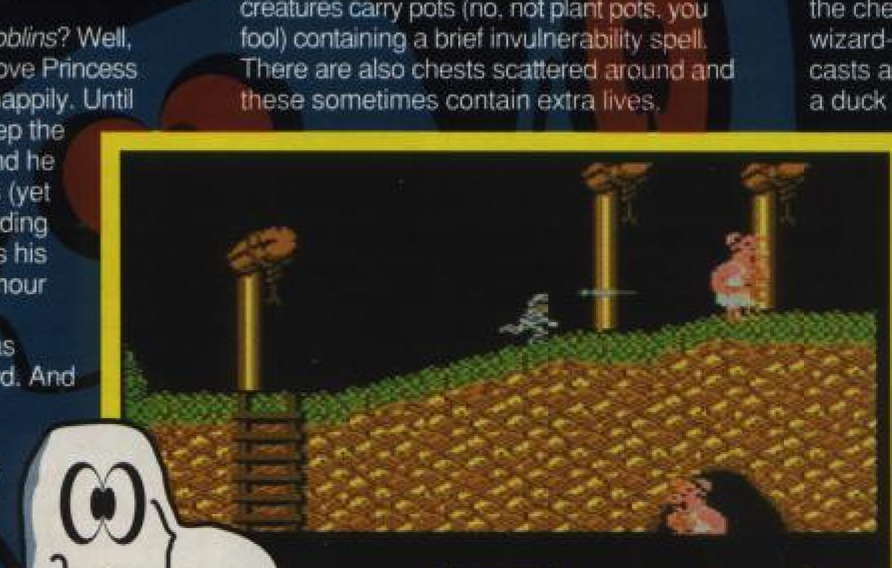
GHOULS 'N' GHOSTS
Kixx, £3.99 cassette

Remember *Ghosts 'N' Goblins*? Well, Arthur rescued his true love Princess Hus and everything ended happily. Until *Ghouls 'N' Ghosts* that is, yep the diabolical Demon is back and he has kidnapped the Princess (yet again), this time on her wedding day. So Art soon exchanges his morning suit for a suit of armour and a handful of lances.

Arthur begins his quest, as before, in the local graveyard. And you can rest assured there are plenty of demonic minions just waiting to put a dent in his armour. Scythe-wielding zombies, vicious vultures, skull-splitting guillotines and fire-spitting plants all greet our hero with open arms (and the Devil goes to work on a snow-plough!).

The lance is a pretty nifty weapon, but as in *Ghosts 'N' Goblins* there are ways to improve Art's chances of survival. Some of the creatures carry pots (no, not plant pots, you fool) containing a brief invulnerability spell. There are also chests scattered around and these sometimes contain extra lives, weapons or the occasional magical suit of armour (which turns Arthur into Paul Daniels) (gawd forbid — Man Ed).

A word of warning though, in many of the chests resides a stereotypical evil wizard-type dude. If you release him he casts a spell that turns you temporarily into a duck (what, no orange sauce?).



Clean underwear

When Arthur's in human form, his first 'wound' reduces him to his boxer shorts; a second hit transforms him to a bag of bones (in other words he kicks the bucket).

But even the worst nightmare ends with a battle between our lad and the big end-of-level guardian. Hopefully Arthur will have picked up a more powerful weapon along the way; if not it's time to hang on to yer maracas. If you manage to survive the

MIDNIGHT RESISTANCE

£3.99, The Hit Squad

Ooh yes! Ocean's Sizzling coin-op conversion is now on budget. A game of this quality at under four quid — now that's value for money!

The only major difference from the Data East coin-op is that there's no simultaneous two-player mode. Otherwise it's an incredibly close conversion with virtually all the arcade machine's features faithfully incorporated. Variety of graphics and hazards is immense throughout nine supremely playable, multiloaded levels.



The game involves rescuing your kidnapped family — including Grandad who just happens to be a superweapons researcher!

Of course, you're armed with a machine gun which you rotate to aim — by holding down fire and choosing a direction. You're also an agile fellow, jumping, crouching and crawling along narrow ledges. There's certainly a lot more to this game than mindless blasting.



The key to success

Some baddies leave keys when shot — collect these to spend in the end-of-level shop. Extra weapons available include a flamethrower, three-way fire and a powerful shotgun, plus special weapons like homing missiles and nitro superexplosive — activated by pressing the space bar.

These certainly come in useful for dispatching the huge military vehicles that pop up at the end, and in the middle, of levels. They're very impressive and sure can take some flak before finally exploding.

With weapons galore, opponents galore and pussy galore (are you sure about this? — Ed), *Midnight Resistance* is simply irresistible!

OVERALL STRIKE! 93%

GAME OVER II

Summit, £3.99

The original *Game Over*'s only claim to fame (or notoriety) was the kerfuffle over its risqué advertisement with a femme fatale 'busting out' all over (Oli used his airbrush to cover her modesty in ZZAP!!!).

The game itself was a total letdown, as was its sequel which only clocked up a measly 58% in Issue 45, inspiring comments such as, 'It won't last long for the real joystick junkies out there.'

The plot carries straight on from the original *Game Over*. Arkos has defeated the evil empress Gremla and all is sweetness and light on Earth. However Arkos has landed himself in a big cowpat of trouble and is being held prisoner on the terrible jail planet of Phantis. Major Locke is chosen to free him, as he knows the treacherous terrain.





A game of two halves

This macho dude must battle through two sections, firstly a horizontally scrolling shoot-'em-up through space, caverns, and jungles to discover the access code. Load up the second half, input the code and trek through six more scenes, including mountains, lakes and a volcanic landscape. Finally, pilot the helicopter to arrive at Arkos's prison in style. There's 24 different (not radically) baddies to blast for points, and various opportunities to increase your life expectancy.

It's graphically uninteresting in both sections with the only redeeming factor being a fruit machine-type scoreboard — and even that's nothing to write home about. The first section is too easy to complete and the second a bit of a disappointment, with not much to do except run around picking things up and shooting people. Spot effects are particularly monotonous and the music is boring. All in all it's a bog-standard budget game.

OVERALL STRIKE! 53%

rigours of fatty bashing, it's onto the next level.

Four quid for one of the greatest C64 games ever? Kixx must have gone completely off their trolley. If you missed *Ghouls 'N' Ghosts* the first time round you need a checkup from the neck up, it's brill.

Not least the atmospheric toe-tapping tunes, most of the time you're listening to them rather than helping Arthur out of his scrapes with the evil denizens. The sprites are small but wonderfully animated, and a very supple trigger finger is needed to kill all the enemy creatures. A classic game that deserves a place in every software collection.

OVERALL STRIKE! 90%

Mega Mix

★ **Where can you get loadsa games for not much cash? Honest Ron's dodgy discount store? Nah, he's a fat git anyway. For tons of cheap thrills, compilations are just the ticket...**

2 Hot 2 Handle

● 2 Hot 2 Handle Ocean, £15.99 cassette, £19.99 disk

Should compilations go for a common theme, or lots of variety? It's a matter of opinion I suppose, but I can't help feeling Ocean have got the balance spot on with *2 Hot 2 Handle*. With a beat-'em-up, a hack-'em-up, a platform combat game and a driver, there's enough variety here to keep even the most demanding arcade freak happy. But are they any good...



Shadow Warriors

● Not again! Seeing this sub-standard bore in one compilation was bad enough, but twice in two months? Pull the other one! If you've already read my *Shadow Warriors* review in the *Ninja Collection* compilation last issue, you'll know I thought the game was decidedly average. If you haven't, read it now — I'm not reviewing it twice! (You're fired — Ed.) **54%**

Golden Axe

● If *Shadow Warriors* was an average game, *Golden Axe* is an absolutely megastonkingly splundiferous one! Scoring an incredible 96% in Issue 67, the game has hardly dated at all.

You've three characters to choose from:

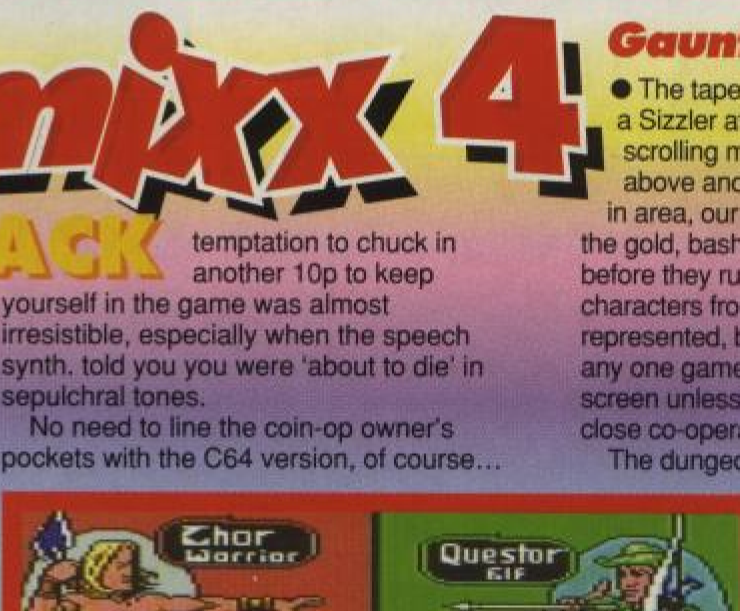
Multimixx 4 Gauntlet Pack

● Kixx, £3.99 cassette

Yet another ageing arcade classic makes it to compilation, but is it up to today's standards? IAN OSBORNE throws down the gauntlet...

● Sigh...who could forget *Gauntlet*? Didn't you just love those endless trips to the arcades with your mates, pockets bulging with a week's allowance in 10 pees? Remember how you fought over who played the Barbarian and the Wizard, but no-one ever wanted the Elf? Are you still trying to forget how much money you wasted on it? The temptation to chuck in another 10p to keep yourself in the game was almost irresistible, especially when the speech synth. told you you were 'about to die' in sepulchral tones.

No need to line the coin-op owner's pockets with the C64 version, of course...



Gauntlet

● The tape kicks off with *Gauntlet* itself, a Sizzler at full price. On a four-way scrolling maze layout viewed from above and roughly two by two screens in area, our intrepid explorers must grab the gold, bash the baddies, and find the exit before they run out of health. All four characters from the coin-op are represented, but only two can be played in any one game. Neither can leave the screen unless the other is following, so close co-operation is essential.

The dungeon is inhabited with lots of mean monsters such as ghosts, rock-throwing lobbers and fire-breathing demons. Each has its own method of attack which I won't bore you with here, but you'll have to learn quickly — the baddies are created by liberally-placed monster generators which turn them out faster than a Japanese car factory! Luckily, all our chums can shoot or hack their way through them, and blow away the generators.

Various power-up

a dwarf with a big chopper (oo-er), a barbarian with a long thin weapon (fnar fnar), or a woman with, erm, a sword (well you try turning that into a double entendre!). Your task is to hack your way through the legions of baddies, climaxing (gkak gkak) in a dramatic encounter with Death Adder, stealer of the golden axe and slayer of your parents.



So what makes it so fabby? Well the backgrounds are so good you could almost frame them and hang them on your wall, the sprites are great, and the animation and FX are unbelievable! A well-thought-out spell system adds depth to the game without slowing down the action, making *Golden Axe* arguably the best hack-'em-up ever released on the Commodore. If you missed it first time around, don't miss out again.

94%



Total Recall

● This isn't quite as good as the film, but it's a damn fine game nonetheless. Although offering nothing new in the gameplay stakes (straightforward combat/platform action, supplemented by overhead driving levels), it's choc-full of variety, and addictive enough to make you want to play again.

Though the backgrounds are unremarkable and the sprites a little blocky, you just have to keep playing to see what's around the corner, which is exactly as it should be. Not polished enough to earn a Sizzler, but worth more than the 76% it got in Issue 71.

80%

Ivan 'Iron Man' Stewart's Super Off Road Racer

Winner of the 1990 'annoy the reviewer' prize in the most irritating title category, *Iron Man* isn't a bad game either.

Basically an updated version of *Super-Sprint*, you race one of four off-road vehicles around a 3-D dirt track, using the rotate/accelerate control method. Being an off-road machine it can take a fair amount of punishment, but continually hitting opponents or scenery costs time, and eventually impairs your vehicle's performance — it's a good job you can spend your winnings on spares or repairs after each race!

It's difficult to imagine *Iron Man* being any better. The graphics are great, the sprites tiny but effective, and there's not a multiload in sight! Some of the presentation screens are a little sexist (poppycock! — Ed), but I've no complaints about the game, especially when playing against two human opponents. Scoring 85% in Issue 66, personally I can't understand why it wasn't a Sizzler.

90%



Recommendation

If Ocean had put in a decent beat-'em-up instead of *Shadow Warriors*, *2 Hot 2 Handle* would have been an essential purchase. Even so, it's still worth the asking price for the other three. Nice one, Ocean!

OVERALL STRIKE! 88%

items are on offer, such as food to replenish heath (see, I told you overeating is good for your health! — Ed), magic potions that kill all on-screen baddies, increase firepower or give armour, and keys which open doors (quelle surprise!).

An amazingly close interpretation of the coin-op, even the dungeon plans have been retained! The graphics are great, and when the screen fills the game doesn't slow down at all. A four-player option would have been nice, but I suppose it's too much to ask from an 8-bit computer — it must've been hard enough getting so many sprites on the screen at the same time. Besides, if you're as popular as Lucy you'll have enough trouble finding one friend, let alone three! A great game, and still a worthy Sizzler.

90%

The Deeper Dungeons

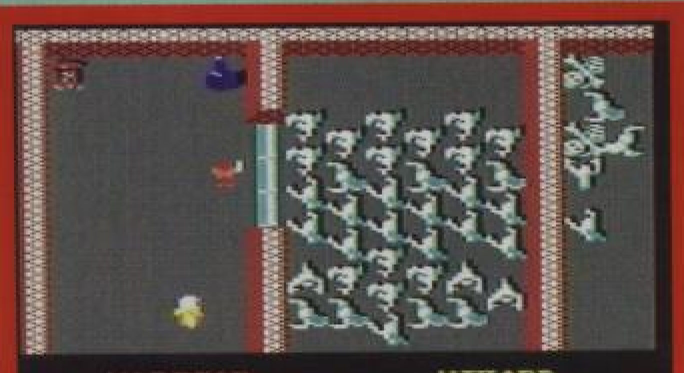
● Completed *Gauntlet* already? Well load up *The Deeper Dungeons* and start all over again! Basically more of the same, this expansion pack provides different layouts for the main game — exactly what you'd expect really! What else can you say?

78%

Gauntlet II

● A tightened and tweaked version of its illustrious predecessor, *Gauntlet II* features better graphics, better animated sprites, and more depth of gameplay.

The concept is identical to *Gauntlet* — you still race round an overhead maze mashing monsters and grabbing gold, you still play one or two characters from the four available, and you still poo your pants when Death appears, but now there's a rather nasty oojit that attracts him — grab this, and you're in trouble, 'cos he can't be killed and the only escape is to find the exit before he finds you!





Also new to the sequel are the acid puddles, life-depleting pools of green slime that wander around aimlessly and can't be shot, poisoned food, invisibility and invulnerability. Tread on a 'stun tile' and you're paralysed for a while, and moving exits could give a whole heap of trub!

91%

Recommendation

A corker of a compilation, fans of the genre will love it! The entire *Gauntlet* saga for only a fiver? Barg!

OVERALL STRIKE! 90%

Famous Five 1: Five On A Treasure Is[land]

'I say,' said Phil, 'wouldn't it be a spiffing wheeze if we reviewed *Five On A Treasure Island?*' 'Rather!' said Corky, 'but I'm busy drinking ginger beer — can someone else do it?' 'I don't mind,' said IAN OSBORNE, 'and Phil, you're awfully grown up for your age.' 'WOOF!' said Lucy.

Who could forget the Famous Five? All those parent-friendly books featuring kiddies who never got into trouble (even the baddies were cute), and the tacky TV series with actors so incompetent they should be in Neighbours. Sure they were corny and far fetched, but who cares? If nothing else they paved the way for a brilliant Comic Strip spoof!

Five On A Treasure Island is the first book in the series, and the computer game closely follows its plot. Julian, Dick and Anne are off to spend their summer hols with their tomboy cousin Georgina (who insists on being called George) and her secret pet Timmy the dog. Though initially hostile, they're soon the best of friends and going for picnics on Kirrian Island, drinking lashings of ginger beer, and introducing all the clichés that remained true for all 21 of the books. When the five are together an adventure is never far away — in this case a violent storm throws up an old shipwreck, and the five find something very interesting inside…

Switching characters

Five is an adaptation of Colin Jordan's Sam Coupé game, designed using his WORLDSCAPE adventure builder. The main advantage of this system is that it allows a high degree of character interaction — you can play any of the four human characters, swapping between



● On the train journey to Aunt Fanny's Julian throws a few ginger beer cans and gobs on passers-by!



● Isn't Aunt Fanny's house spiffing. Julianand Dick can share a room — they're game for anything.



● Enigma Variations, £10.99 cassette, £12.99 disk.

land



● The deserted railway station. There's no Sock Shop but it's still a lot better than Ludlow's tatty terminus.

them at will, and can even communicate with those you're not using! Non-player characters have an artificial intelligence of their own, though perhaps simulated cretinism would be a better description — they seem to spend half the adventure wandering around aimlessly. You can't become Timmy, missing a real opportunity for some imaginative puzzles.

The problems are interesting and make good use of the various characters' abilities, but occasionally a real stinker rears its ugly head — for example, in your aunt and uncle's room I found a battery-operated clock. All attempts at removing the batteries failed, and I concluded it was just part of the scenery. On finding a battery-less torch I returned to the room to try again, and the batteries were lying on the floor!

Shallow responses

The overall standard of the parser is very good, accepting linked sentences using AND, THEN and commas. Group commands such as EVERYTHING and ALL are also recognised — unfortunately, the game's vocabulary doesn't make very good use of it.

When you've got the right idea it's comprehensive enough to accept a variety of inputs, but until you do you have to cope with endless standard responses such as 'I can't do that', seriously detracting from the atmosphere. I know the game was originally designed for a machine with a much larger memory, but they could easily have got round this restriction by making it a two-parter. They could also have cut the map — at least half of the section I've drawn here could go without sacrificing any of the gameplay.

Irrelevant options

Another memory-hogging irrelevance are the layout options. You can alter the colours of the input box, border, text, cursor, programmer's tie, Phil's shirt, etc — very entertaining, but do you really need it?

The graphics are very good and certainly add atmosphere, but they take ages to access from the disk. Thankfully the last picture is stored in the memory, appearing instantly if you double back on yourself. If you can't stand games with graphics, there's an option to turn them off.

Five On A Treasure Island is a good game, but not a great one. On the plus side the problems are interesting, imaginative, and set at the right level of difficulty, and it preserves the atmosphere of the original Enid Blyton books. The programmers have obviously put a great deal of effort into the design — had they tightened the gameplay with equal zeal, it would have been a world-beater. Will appeal to adventure freaks and Famous Five fans.



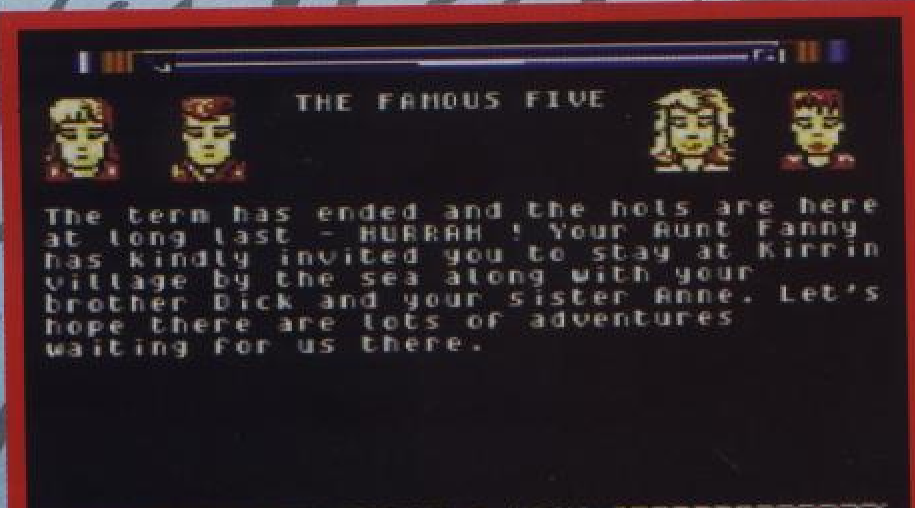
● Because of the delay in releasing the C64 version, *Five On A Treasure Island* isn't yet available in the shops. To get hold of a copy, send a cheque or postal order made payable to ENIGMA VARIATIONS to: 13 North Park Road, Harrogate. HG1 5PD.

● Hurrah! It's the school hols. A time for lashings of ginger beer, country walks and endless adventure.

The guilty parties

- Original design: Colin Jordan
- Programming: Nick Byron
- Graphics: Michael Hanrahan





TEST YOUR STRENGTH!

PRESENTATION It's very good... perhaps a little bit too good! **88%**

GRAPHICS Excellently if slowly drawn graphics that are spiffing! **80%**

SOUND What do you want from this, a tune or something? **N/A**

HOOKABILITY Marred by too many shallow responses **59%**

LASTABILITY Should take you some time to complete it! **76%**

OVERALL STRIKE! 70%

The Shoe People

● First Class/Gremlin, £10.99 cassette, £15.99 disk



Can walking, talking shoes teach you anything, or are they just a load of old cobblers? PHIL 'SIZE 7' KING gives them a test run...



Seeing as I'm far too bloomin' clever by half (well, a quarter then!), I decided to test this latest educational package out on two infants — it's aimed at 4 to 6-year-olds. However, despite the increasingly young average age of Europress Impact staff (some of the art department are only just out of nappies!) my search was bananaless.

So a minor compromise here: I roped in Wozza from CRASH and Paul (the weird one with the baseball cap) from Sega Force — well at least his mental age is about right!

Sitting the 'young ones' down in front of the C64, I loaded up the first of six *Shoe People* activities: *Trampy Visits His Friends.* Here Trampy goes on a horizontally scrolling journey, stopping to identify objects. Depending on which of four friends he's visiting, this involves choosing from four given words, choosing the first letter of the object, or spelling the word (either shown briefly before or not).

You should have seen my two little cherubs' faces light up when they saw the nicely animated Trampy bouncing happily along the road. But they looked a bit worried when they had to work out what the objects were. Some of them are really indistinct — the book looks just like a slice of cake!

Pixie Paul looked totally bemused when he came to the spelling — 'Can I put my Mac spellchecker on this?' Wee Wozza got 'em all right though and was delighted to see the two shoes waving back as a reward.

Clownin' around

Next it was *Charlie's Big Day Out,* where Charlie the clown (on his day off from designing CRASH!) performs a sequence of tricks (blowing his horn, pulling rabbits etc) which you have to repeat, 'Simon' style. On the hardest of three levels you have to determine what trick comes next in a repetitive sequence.

Again some of the icons are indistinct, but once you've worked out what's what there's no problem. Another initially confusing aspect is that after a sequence which you're meant to repeat, you're asked 'Which trick did Charlie do next?' — surely it should be which did he do 'first'?! It's all great fun though, with some lovely animation of Charlie.

My two little lads also enjoyed *Sgt Major Sorts It Out.* This involves sorting coloured blocks and shapes onto four shelves by pointing Sgt Major's stick (controlled by the space bar and return instead of joystick).

Get it sorted and the Sgt Major raises his flag and tells you how long you took. This led to intense competition between my mini-reviewers, with self-proclaimed champion gamer (pah!) Paul getting the record time — 'Can I put it in the ZZAP! high scores?'

Maths gets the boot

Wellington Goes To The Park aims to teach number recognition and simple addition by the well-known 'balance the scales' method — only here it's a see-saw. A multiple-choice answer is selected after counting the blocks/dice dots/numbers on one side of the see-saw.

● Charlie the clown pulls a bunny out of hat. Other tricks include banging his drum and juggling his balls. Can you predict what he'll do next?





● Can you balance the scales (not if the Ed sits on them!)? Get it right and Wellington jumps in his puddle!

It's back to letter and word recognition in *The Great Alphabet Robbery*, where anagrams (anything up to six letters on the hardest level) must be solved. The easiest level simply involves matching single capital and lower-case letters. Get the answers right and the policeman catches a burglar; too many wrong and he escapes!

One slight niggle here: when presented with the letters 't', 'c' and 'a', Smart Alec Wozza typed in 'act' — only to be told the correct answer was 'cat'. No wonder he threw a tantrum!

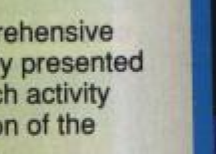
Cock-a-doodle-doo

The final activity, *Margot's Colouring Book*, is more fun than educational. It's a very simplistic art program where you can draw your own sketches or colour in any of five *Shoe People* pics. Hardly a sophisticated utility, but very enjoyable.

It's a nice addition to a comprehensive package which really is superbly presented with plenty of skill levels for each activity and some really lovely animation of the well-known cartoon characters, accompanied by jolly ditties.

The educational aspect is based on sound tried-and-tested methods, teaching everything from the earliest number/word recognition to addition, logic and spelling.

Yes, there are a few minor faults, but early learning can be made a lot more enjoyable with *The Shoe People*.



Phil!

The guilty parties

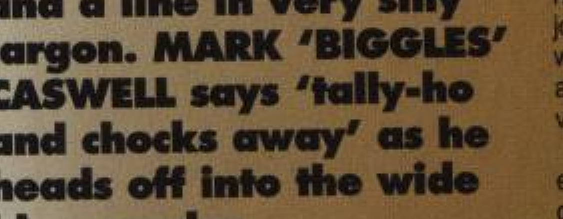
- **Program: Tony Reeves**
- **Graphics: Tim May, Matt Furniss**
- **Sound: Imagitec**

OVERALL STRIKE! 85%

Q10 Tankbuster

● Zeppelin Games, £3.99

Those magnificent men in their flying machines, what brave (and foolhardy) chaps they are. Leather flying helmets, huge handlebar moustaches and a line in very silly jargon. MARK 'BIGGLES' CASWELL says 'tally-ho and chocks away' as he heads off into the wide blue yonder.



It's a time of war and things aren't looking too good for the Allies, enemy tank troops are already swarming through the War Theatres. Perhaps they don't like the play that's currently on there called 'Is that a hand grenade down your trousers vicar, or are you just pleased to see me?' What's needed is a weapon that can teach those nasty enemy troops a lesson in good manners.

Who ya gonna call, Tankbusters

The Allied scientific boffins have come up with the answer (cue dramatic drum roll), the Q10 Tankbuster. Armed with armour-piercing bombs and a heavy-duty oil-cooled machine gun, the Q10 is more than adequately equipped to whup tail. It only remains to find a foolhardy pilot mad enough to undertake a suicide mission… ah, very kind of you to volunteer.

Helicopter and jets attack from the horizontally scrolling heavens, while mobile SAM sites and tanks whizz missiles skywards. Watch out for the light blue helicopters, as these often carry bonus items. Extra lives, shields that give temporary invincibility and power-ups for each weapon are included.

Not tonight, I have a headache

Once the end of the level is reached, a huge missile-lobbing airplane has to be defeated. It's then onto the next level, and even bigger headaches as more and more enemy troops join in the fun. Mind you *Q10 Tankbuster* as a whole is a mini migraine. Control of the Q10 is a joke, it's about as responsive as a dog in a vat of quick-drying cement.

This is a pain in the bum, mainly 'coz the enemy tanks and planes zip around like greased lightning. Also the sheer number of attackers is enough to turn the bravest hero into a gibbering wreck. The only way through is by using a bit of a cheat: just go the bottom-right corner, keep pulling down and firing — you can't lose!



Corky!

TEST YOUR STRENGTH!

PRESENTATION *Pretty title screen, but no two-player option* **70%**

GRAPHICS *Colourful but the Q10's as aerodynamic as a dog poo* **72%**

SOUND *Pleasant title screen tune with bog standard in game FX* **73%**

HOOKABILITY *The game is too difficult too quickly, unless using cheat* **50%**

LASTABILITY *Many people will throw the* **40%**

OVERALL STRIKE! 46%

Demon Blue

● Micro Value, £3.99 cassette

Who says you can't have fun with blobs? Demon driver CLAIRE MORLEY plugs her favourite joystick in and bounces and slides through a weird fantasy world...



Demon Blue is a rotund blob with a mission (a bit like Phil). He's blue, has big waggly ears and can't stand still. His mission is to collect six keys and then retire to a peaceful land of milk and honey.

Sounds a cinch doesn't it? Well just try it, it's no mean feat. For one thing there's dozens of weirdo aliens just waiting to zap Demon's energy. What makes matters worse, is they'll come back if you leave the screen. Demon must try and avoid these and other hazards like spikes in the floor and killer statues.

The whole game has a distinctly Ancient Greek flavour and there's mythical decorations, with statues set among castles and turrets. As well a historical theme you'll find stars, funky ghosts, pink rabbit-like beings, and flying piping cherubs. Weird or what?

Extra protection

Demon Blue is orbited by a protective sparkly star, but it's not much use really when it comes to facing the alien onslaught. Fortunately for our Demo, on the whole they're not at all intelligent and there are only a few that actually give chase.

Particularly useful in this case is Demon's special power, the ability to slide like lightning. Use this skill with care 'cos you could slide him into a whole lot of trouble.

Keep a check on Demon's energy level by the indicator at the bottom of the screen: lose all your energy and you return to the beginning of the game. In his search for the keys Demon can collect energy pots to replenish his lost strength. Beautiful gems will enhance his score. Find all six keys, search for the exit and teleport to a more peaceful land.

Looks aren't everything

It's a visually attractive game, with plenty of pretty platforms to explore. Introduction music is equally as pretty and the in-game FX are excellent. Demon Blue himself is a very nicely animated sprite, with some great little mannerisms.

So what went wrong? Sadly the gameplay was lost somewhere in the great vortex of production. All that remains is the requirement for pixel-perfect jumping around thicko enemies — not exactly fascinating, and very frustrating.

It's a great shame as everything else about the game points towards a classic platform adventure.



Claire! 64%



Ian!

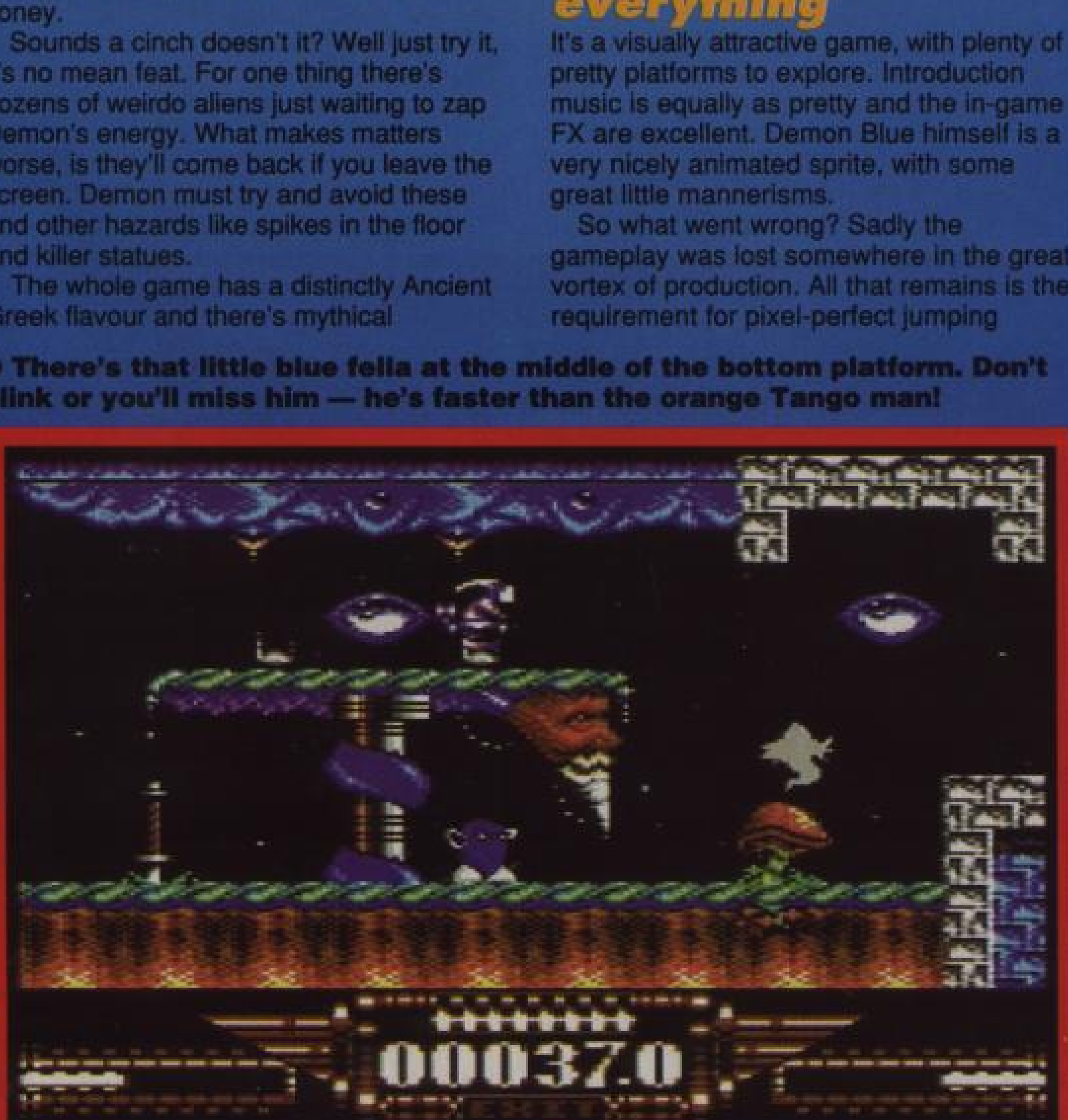
● *Demon Blue* is a game that looks far better than it plays. In this day and age, you want more than unintelligent baddies that just trundle back and forth along a set route all day long, while you jump around them or lose energy — this genre was done to death eight years ago, and *Demon Blue* offers nothing really new.

The cassette inlay boasts a hundred screens to explore. If Micro Value had cut down on quantity and paid more attention to depth of gameplay, it could've been a good game — the graphics and sound are excellent! As it stands, though, it's not much cop. **69%**

The guilty party

● **A Micrographics production.**

● **There's that little blue fella at the middle of the bottom platform. Don't blink or you'll miss him — he's faster than the orange Tango man!**



TEST YOUR STRENGTH!

PRESENTATION
One player only, multiload won't give you the blues **76%**

GRAPHICS
Demon Blue's a cute sprite and his world's pretty **91%**

SOUND
Excellent intro music, plentiful in game FX **87%**

HOOKABILITY
Frustratingly hard, pixel perfect jumping skills needed **67%**

LASTABILITY
You'll soon want to hurl your monitor out the window **58%**

OVERALL STRIKE! 66%

Moontorc

● Atlantis Software, £3.99 cassette

Who fancies being a brave Barbarian hero? Y'know, the type with a big sword and more in his loin cloth than in his head. We sent MARK 'CONAN' CASWELL off to sample the fine art of monster butt kicking (and very fetching he looks in a loin cloth) (and Hitler was a pacifist — Man Ed). His remains are being posted back to us as we speak...

So you're now a brave Conan the Cimmerian type character with big sword etc, what's your mission? The beautiful Princess Lalena has been kidnapped (whoopee-do, girl's blouse galore — Man Ed), and when I say beautiful I certainly mean on par with Lucy (I'll be nice to the Man Ed today and risk a slap round the head).



● This guy is seriously high on something! Must be all those 'mushrooms' he's 'tripped' over!

The villain of the piece is the Dark Lord (black cape, evil laugh, huge twirly moustache... the whole bit) and a very nasty piece of work he is too.

It's the Grim Reaper dude!

Collect three pieces of a mystic Moontorc to explore four levels of the 'Old World'. Then hand the completed piece of jewellery to the Tollman (a tall skeletal figure, a bit like the Grim Reaper). But watch your step 'cos there are plenty of 'ol Darkie's minions only too willing to pop your heroic clogs, and send you to heaven.

But fear not brave pilgrim 'coz you're well-armed, with your big pointy sword, an axe and a supply of very handy spells (izzy wizzy let's get busy, as the furry one would say).

Watch out for treasure chests: these contain gold to spend on goods in shops. You can't miss 'em, especially as there's either a Witch, Druid or Jester standing outside (waiting to mug you and steal yer cash, ha, ha!).

Knock, knock

There's loadsa bits 'n' bobs to beg, borrow or steal, including Moontorc parts, spells, keys and food. Handy hint time: pick up as many keys as you can. Throughout the game there are plenty of locked (and differently coloured) doors lurking around.

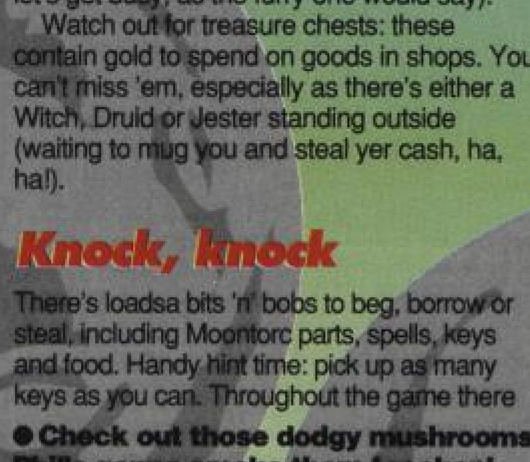
Strong-arm tactics won't open these babies, you need a key (so you can put that rocket-launcher down, Phil). I'm not overly fond of this collect-'em-up type game, but since there's a fair amount of death and destruction in *Moontorc*, I'll forgive Atlantis.

Graphically the game's very colourful — indeed some of the colour schemes are utterly awesome (sunshades ahoy). Although the enemy troops take their jobs a bit too seriously for my liking.

And it's not because I'm a crap gamesplayer, as some people claim (oh really — Man Ed). I think the problem's that the game often slows down in the middle of the action. This is annoying, but there's enough in *Moontorc* to keep all bar the most short-tempered person playing.



Corky! 73%



● Check out those dodgy mushrooms, Phil's gonna smoke them I reckon!



Carl!

● *Moontorc* is basically a run-of-the-mill collect-'em-up. The main character (played by Derek Nimmo) is somewhat difficult to control. His aim's to rescue the beautiful Prince of Ess, no sorry that should be Princess (played by the glamorous Susan...errrr...erm! Oh! you know the one off 'This Morning', the cookery one). You hack your way through rather docile, blocky enemies and collect loadsa dosh and bits of some old necklace (I remember it, Susan Wilks!). The music is a haunting melody which reminds me of those old 'Top of the Pops' LPs, (especially the tune about tying a yellow ribbon round an old oak tree). The scenery is carefully placed so as to annoy you and gets in your way whilst battling with the hordes. The weapons are a little feeble, but serve their purpose, ie they kill things. Not a bad game, it held my attention for more than a quarter of an hour until the drinks vending machine distracted me. **67%**

TEST YOUR STRENGTH!



PRESENTATION
Neat loading and title screens, no multiload **70%**

GRAPHICS
Bright and colourful, not unlike a Lego set though. **75%**

SOUND
Pleasant title tune, bog standard in game FX. **73%**

HOOKABILITY
Initially tough to get into but OK after a while. **68%**

LASTABILITY
If you persevere, rewards are there to be reaped. **75%**

OVERALL STRIKE! 70%

Zoomerang

● Atlantis, £3.99 cassette

When *Zoomerang* first came into the office we tried to chuck it away — but it kept coming back. We tried to throw CARL ROWLEY away as well but unfortunately he's your proverbial bad penny...

When I saw the title 'Zoomerang' my first thought was of some spunky jet-powered bent stick from Oz just right for smegging all those nasties that were bound to be crammed in on each level.

So imagine my surprise when I was confronted by the sight of a large green ball bouncing around a room filled with blue triangles! Faster than a speeding bullet I reached a logical conclusion... oooer!

Several cups of coffee later and having taken the precaution of reading the blurb, I can safely say that what we have here is a very queer bird indeed.

There's this evil Empress dude called Min and you're in her castle (most likely for tea and scones) but now you want to go home. However (and here's the catch), she's separated your mind from your body (neat trick), probably when you were nibbling that digestive bicky, and popped the bit of you with arms and legs into a sickly green bubble (a bit like Corky, except we haven't taught him to eat without biting his fingers and he keeps his mind in the bottom drawer of his desk).

Funeral march

So much for the plot! Getting down to the nitty-gritty I have to say that the sound is dire. The title screen boasts music by 'Nice

● Don't bang your balls into the electric walls or it'll be a shocker and that's no mistake!





● Use the deflectors to bounce your green ball through the rooms.

Noise', removing the word 'nice' from this legend gives a fair approximation of the goods on offer as the music here is slow, funereal and crap.

During the game the tune's a touch more racy, in keeping with the gameplay, but very soon becomes an annoying distraction. Switch off time measured in minutes.

Balls!

Once into the game, you find a fast, playable and fiendish puzzler (bucketfuls of 'De leettle grey cells' needed). You're a disembodied mind (remember that digestive) controlling the on-screen cursor as your bubble-enveloped body wangs around at speed, banging into normal walls, energy-draining force walls, green blocks and blue triangles.

The last two are 'deflectors' which you can switch on and off in the case of the blocks, or flip around with the triangles. Blocks deflect you through 180°, triangles 90° — getting the idea? Yep, arrange the deflector jobbies to form a safe path through the rooms collecting gems and energy. Cinch.

Wanna go home

WRONG! 'Cos there's loads of low behaviour going off all over the shop (just like the office when I'm about), lots of different-coloured balloons, ghosts, things that look like disembodied cats' heads and rucks more.

All persist in chasing you about. They can be trapped with the deflectors, bounced off walls to open new doors, but mostly just kill you. Getting out of rooms is no easier as some of the doors are one-way and you have to pass over flashes on the floor to reverse them. With 100 rooms split into four levels and nine gems to collect to pass between them, this is no pushover.



Corky!

● AAAAARGH!, what a game of dubious parentage *Zoomerang* is. If you ain't bald when you start playing, you'll look like Captain Picard by the time you've finished. Frustration is the first order of the day, with many foul curses being hurled around the room.

But after donning a straitjacket (circus tent-size in my case), and pausing to kick the nearest person (maybe not as it's Carl, he's even bigger than me), the situation does become clearer (if no less hectic). Graphically *Zoomerang* is very colourful, the sprites aren't that complicated (mainly spheres and triangles etc) but they are nicely drawn and animated. Overall, you need the patience of several dozen saints, but *Zoomerang* is just about worth the effort.

76%



Graphically *Zoomerang* is adequate: nicely drawn backgrounds, basic fairly flicker-free sprites. The gameplay's blinkin' hard but addictiveness just keeps you coming back.

Carl! 85%

TEST YOUR STRENGTH!



PRESENTATION
Only average there are no options at all **66%**

GRAPHICS
They do the job but are nothing mega **61%**

SOUND
The percentage of this says it all doesn't it? **40%**

HOOKABILITY
Frustrating but you'll keep coming back for more **80%**

LASTABILITY
Tough enough to last and drag you back **84%**

OVERALL STRIKE! 81%

Alien Wor

● Hi-Tec, £3.99 cassette, £5.99 disk

IAN OSBORNE's not popular in the ZZAP! offices. Not surprising really — he has the personal hygiene habits of a bluebottle and the intellectual capacity of a flea! Makes him the ideal person to look at *Alien World*, though...

Many years ago, in the time of magic and legends, Kai and his lifelong sweetheart Medb (pardon? — Ed) were to be wed by one of the village's high druids. Alas, Slough Feg and his evil cohorts had other ideas, and Medb was kidnapped and taken to the far off 'Caves of Dreams', lair of the dreaded demon lord.

Kai swore he'd rescue Medb and wreak revenge on Feg and his demonic legions. It's a pity he didn't swear it in a quieter voice — they heard him, and turned him into an insect! Undeterred, Kai bravely battles through the caves using the magic granted him by the Druid lords, and he'll need it — if he gets through the volcanoes, acid drops and fireballs he must still face a nightmare confrontation with Feg.



● The purple helicopter shaped alien stands between you and the exit! So kill him and get out right sharpish like or it'll be curtains buggie!

Dotty display

You start the game with three lives, each of which has an energy rating. Unfortunately the display system is as clear as mud — two dots on the right of the control panel change from white to black through all the colours of the rainbow; when both are black, you die! I know the good old-fashioned energy bar isn't very original, but at least it works!

Initially set against a horizontally scrolling background (vertical on later levels), free movement is allowed on-screen but you can't retrace your steps. Thankfully the background doesn't auto-scroll so you decide the pace, and despite the obvious resemblance to *Scramble*, collision with the cave floor or ceiling isn't hazardous.

Kai can move in eight directions — when the joystick is in neutral, gravity takes affect. Control response is absolutely bang on the nail, so you've only yourself to blame if you get creamed! Your crappy one-shot gun thingie can be improved by grabbing the two types of icon left by deceased demons: one sort can be accumulated and cashed at whim, the other gives 'Zen' points — spent on health and weapons in the sorcerer's shop.

● You are that bug eyed fart on the right! Kill that Big greeny and win a holiday for two in Tenerife! Maybe Phil could tag along! Not 'arf!



Corky!



● The shoot-'em-up game type is almost as old as I am (I told you a million times, don't exaggerate Corky — Ed), and thus I'm sick and tired of this hackneyed genre (who's swallowed a dictionary this morning? — Ed). But saying that, I had to almost literally prise the joystick out of my hand to write this comment. *Alien World* is ace (old hat, but brill nonetheless).

The names of a couple of the characters will sound familiar to fans of Slainé The Barbarian, ie Medb and Slough Feg (surely they can't be the same). Poor old Kai really has a tough time of it, the devilish minions of Slough Feg take their good-guy-bashing very seriously.

The sprites are bold and colourful, and Kai bears more than a passing resemblance to the hero of Gremlin's *Venus The Flytrap*. And a word of warning, make sure that your joystick is in good nick before you start playing. The action is fast and very frantic, thus you will be twisting the stick all over the shop (it's 'check the warranty' time, folks). *Alien World* is a blaster's dream come true, and at a budget price too!

85%

No go slow

Sparse animation has allowed the programmers to concentrate on fast, exciting gameplay, and it works — the sprites still look the part, and when the screen fills the action doesn't slow at all!

The end-of-level baddies also move with minimal animation, but their relatively large size means they *do* suffer for it. It's nice to see that the baddies behave intelligently, (you should try it — Man Ed) as far too many games take the easy option and have them trundling back and forth like tube trains.

There are no continues, which is a pain, but when you die you reappear EXACTLY where you bit the dust — no harshly spaced start-up points here, folks!

Alien World is a real killer. The programmers have kept gimmicks and window dressing to an absolute minimum, and instead concentrated on dynamic, exciting gameplay that grabs you by the throat and just won't let go! No token attempts at strategy or problem solving, just straight-forward, rip-roaring shoot-'em-up action all the way. Great stuff!

● A plethora of japes going on here! Negotiate the nasties to make it through the night!

The guilty parties

- **Program: David Long**
- **Music: Japmaster**
- **A PAL Developments production.**







Ian! 87%

TEST YOUR STRENGTH!

ZZAP!'S DING DONG!

SIZZLING! RINGING! TINGLING! FREEZING!

PRESENTATION *Could do with continues, otherwise it's brill!* **79%**

GRAPHICS *Unspectacular, but give a real feel for the game.* **89%**

SOUND *Effective spot effects, no tune to bop away to!* **78%**

HOOKABILITY *It's great! Blast away to your hearts content!* **90%**

LASTABILITY *Should have you coming back for ages for a blast!* **88%**

OVERALL STRIKE! 86%

500,000 COMPUTER GAMES

Storm, £11.99 cassette, £1[illegible]9

Indy He

Grand Prix racing has never been so dirty. This follow-up to *Iron Man (Super Off-Road)* is definitely from the Ayrton Senna school of driving, as is PHIL 'KERB MOUNTER' KING!...



Okay, I'll admit it, I'm not the greatest driver in the world. Gawd knows how I passed my driving test — I was shaking like a big jelly, and the examiner looked even more nervous!

Mind you, my navigation's even worse: I haven't managed to find Telford (roundabout city) centre yet without making at least two wrong turns.

It's just as well I can't travel at high speed — my Metro can just about manage 70mph without shaking to bits.



And Mansell takes Senna out on the first bend — can he keep it up for all eight laps?

So I was quite surprised to do quite well at *Indy Heat*. I even managed to beat Sega Force games champ, Paul Mellerick — at which point he went off in a huff.

However, five minutes later he was playing again, completely ignoring a cupboard full of Mega Drive games to play on the 64. Well, can you blame him?

Super super sprint

Well I suppose someone's got to say it, *Indy Heat* is a variation on the old *Supersprint* theme. Four tiny cars race around 12 overhead-view, single-screen tracks.

Up to two players can compete against computer drivers of varying ability. Let one of these beat you and you lose a life — if you have enough credits you can continue-play (although some tracks don't allow this).

Races involve a lot of Senna-style argy-bargy with cars being shoved into walls etc. Too many knocks and you have to enter the colour-coded pits for repairs. The ant-like crew then repair and refuel the car — its miles-per-gallon is lower than a leaky Rolls Royce. One dirty trick is to knock your opponent off his pit and run over his crew! (I bet Mansell wishes he could run over his own!)

Doing well in races earns you championship points, and hard cash. The latter is spent in the garage between races on a variety of super-duper car improvements (see box).

Magic multiload

The 12 tracks range from a simple racing oval to the bendiest of street circuits. Each is loaded in separately when needed, but two tracks can be held in memory. An ingenious

Illinois is the simplest track — you can even take a short cut along that brown dirt road as well as through the pit lane!





Claire!

Wowzer, this is good stuff. I loved the arcade version and was positively drooling over the game on the 64. The programming manages to retain the polish of the arcade and all the fun. Going into the pits and deciding how much fuel you want is great fun, although sometimes you'll get in wrong and run out halfway round. Storm have come up with a cracker of an arcade conversion and a brilliant game anyway. Rush out and splash out all your spondooles on this right now.

91%

,99 disk

SIZZLER



● Uh oh... you've run out of gas. Looks like it's time for a quick pit stop — just park your car in the blue rectangle for a quick top up!

main menu option allows you to turn the multiload off, so you just race around two tracks. Even more useful is the 'Ask' option, where before every race the program gives you the choice of either of the two tracks in memory, or loading in a new one.

This thoughtful presentation extends to the car control system with each player given a choice of the usual 'rotate left/right, fire to accelerate' method, directional control, joystick or keyboard.

You also get to choose the appearance of your driver, and enter your initials — the program even says 'hello again' if it recognises them from a previous game!

● It's hotting up in the championship and there's only been one race! Is that Robin Hogg in first place?



Size isn't everything

As for the graphics, they're small but perfectly formed with lots of nice little details like the dirt flying from you wheels as you skid onto the grass verge — something I'm very familiar with! And on the last lap, the little race official frantically waves the chequered flag.

Presentation screens include the winner's rostrum and a neat hall of fame with the drivers' heads shown.

Sound's not bad either with a choice of good, continuous music or gritty engine and crash FX.

The gameplay impresses far more, though. As with most games of this genre, *Indy Heat* really comes into its own with two players — it's a shame a third couldn't have joined in on keys (as in *Iron Man*).

Races are totally hectic with cars constantly barging and bumping their way to the front with the help of turbo power, so race positions are never sure until you pass the chequered flag. There's an extra tactical element in knowing when to go the pits and how long to stay in — you don't need full refuelling if there's only one lap left.

Indy Heat is hardly ground-breaking — the pits are really the only novel feature over previous overhead racers — but far more importantly it's a helluva lot of fun to play. And at the end of the final lap, that's all that matters.



Phil! 90%

The guilty parties

- **Program: Simon Pick**
- **Graphics: Robert Whitaker**
- **Music: Mini Spock**

Turn Up The Heat

● After every race you can soup up your car — spending dosh on increasing levels of the following...

Turbo: Your turbo power is shown below your fuel while racing. Pressing up gives you a quick boost — great for lightning overtaking manoeuvres.

Brakes: Those things you use when you want to slow down! The better they are, the quicker you slow down to get round tight bends.

Tyres: Give you better grip to avoid skiddin gout of control.

Crew: The better your pit crew is, the faster they can repair and refuel your car.

MPG: Miles per gallon — improved fuel economy means fewer time-wasting pit stops.

Engine: A bigger one gives you improved acceleration.

Simon's Pick: He chooses the best items for you — mostly a lot of turbos.



TEST YOUR STRENGTH!

DING DONG! ZZAP!'s DING DONG!

PRESENTATION — *Outstanding multiload and control options* **95%**

GRAPHICS — *Small but arcade-like with some nice backdrops* **86%**

SOUND — *Good continuous tune or crunchy effects* **80%**

HOOKABILITY — *Simple to get into, so addictive that you'll be hooked!* **93%**

LASTABILITY — *Twelve tracks and compusive two player option* **90%**

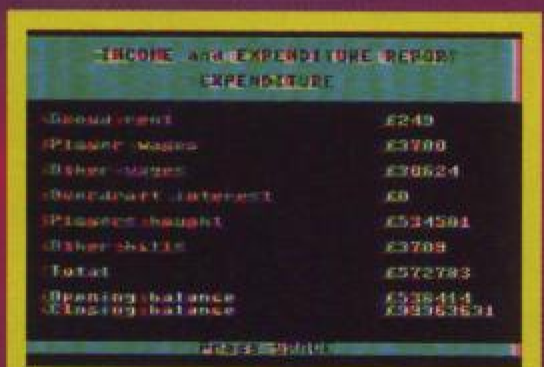
SIZZLING! RINGING! TINGLING! TINGLING! FREEZING!

OVERALL STRIKE! 91%

Jimmy's Soccer Manager

● Beyond Belief, £3.99

Hill, Greaves, Tarbuck? Just who is Jimmy and what does he know about footy? Dunno, but IAN OSBORNE has heard it's a funny old game...



Why do they bother? If you've seen one footy management sim you've seen them all, and I for one have seen far too many! It wouldn't be so bad if *Jimmy's Soccer Manager* added something new to the genre, but it doesn't — it's just a straightforward rehash of old ideas, and not a particularly good reworking at that.

Take your pick

The first thing you do on loading is, surprise surprise, pick your team. The screen updates a lot quicker than the Speccy version, but you're still only allowed to select eleven men! What about the substitute? Not that you need one — injuries aren't displayed until you select your team for the next match! Presumably players only ever get injured on the final whistle, or do they just play on regardless? For a supposed serious management sim, this is a very serious omission!

When you've selected your team it's on to the game and, as you've probably guessed, there's no animated representation of the match here whatsoever — you just sit watching the clock and following the scores. Aaarrggghhh!!!!! There's no graphic representation of the game whatsoever! If you find this sort of thing as boring as I do, you'll no doubt be hoping for an option to skip it, and go straight to the results. Well bad luck, there ain't one!

Colour me bad

The menus are easy to use and nicely laid out, but the colours used are hideous — they look like the demented offerings of a frustrated art student! This is especially true for the player files, the only thing in the known universe with a colour scheme worse than Phil's shirts. Still, the layout is good — nice mug shot of each player.

All the usual features are there, such as transfers, injuries (after a fashion), morale, etc. Although good use of menu options makes them very easy to use, but the game is slowed down considerably by some incredibly boring presentation routines. For example, to buy and sell players you have to make a phone call — the speech takes a ridiculous amount of time to appear on screen! Honestly, you'd have more fun ringing the speaking clock.

Programming a management sim is relatively straightforward, resulting in loads of companies releasing half-baked efforts just to fill their back catalogue. *Jimmy's Soccer Manager* is a real stinker that adds nothing to an already unpopular and overdone genre — and who the hell's Jimmy, anyway?



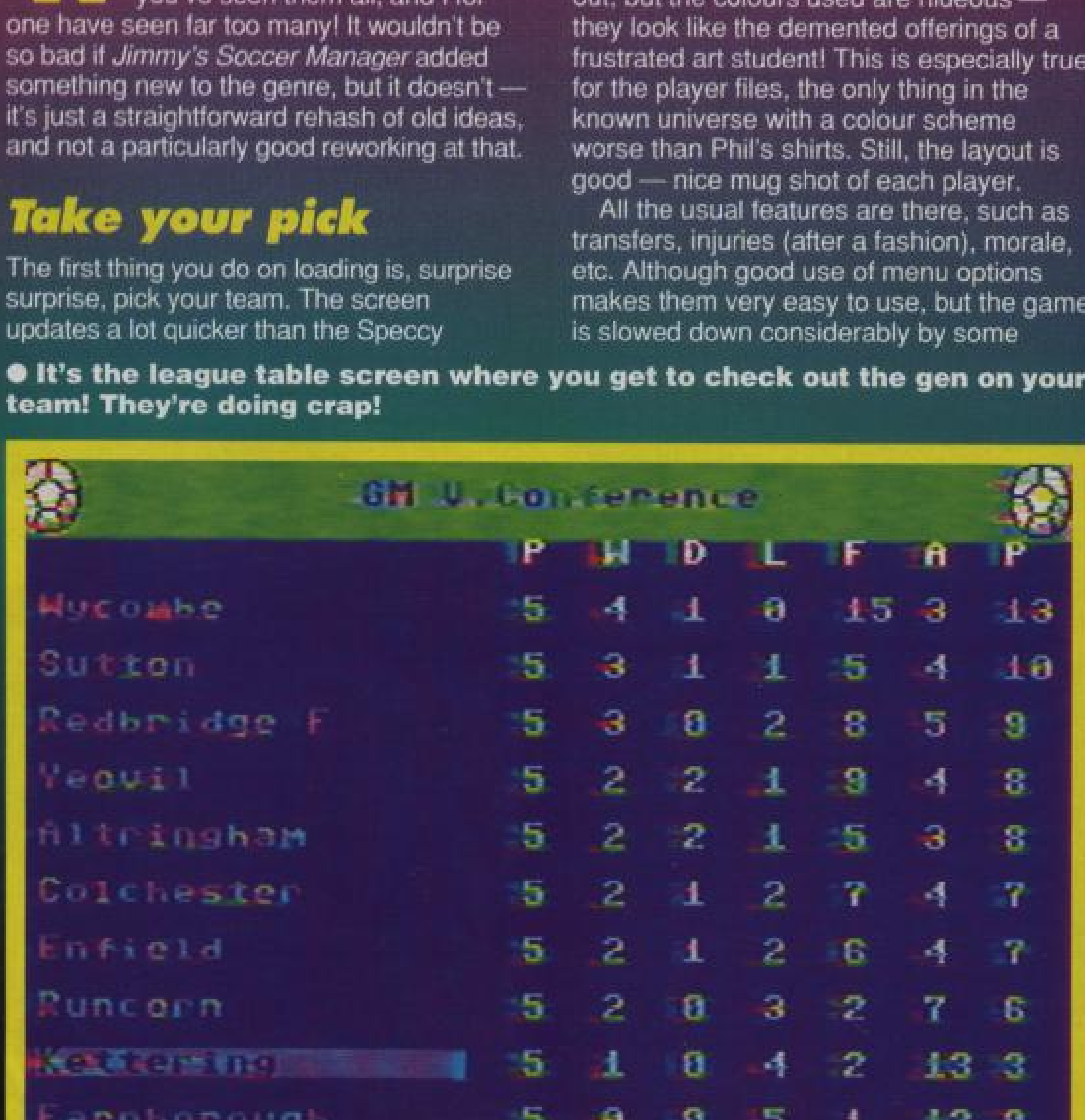
Ian! 38%



Phil!

● Even as a total footy freak, I'm getting fed up with the endless flow of mediocre management games. For my money, nothing can beat the excellent *Tracksuit Manager* with its host of tactical options allowing the kind of depth and sophistication completely lacking from *Jimmy's*. The latter offers nothing new to the genre, and features a very boring 'watch the clock' match scene. It's not totally awful, but the market's already flooded with management sims and there's nothing special about *Jimmy's* to make it stand out from the crowd without a giant inflatable banana. 42%

● It's the league table screen where you get to check out the gen on your team! They're doing crap!



TEST YOUR STRENGTH!



PRESENTATION
Reasonably well organised, but pukey colour scheme **30%**

GRAPHICS
The only graphics here are those awful mugshots **N/A**

SOUND
A few spot effects but that's it! Awe inspiring or what? **20%**

HOOKABILITY
Booooooring! Boooring! Paint drying has more kick! **30%**

LASTABILITY
Quickly gets very samey and just plain dull! **23%**

OVERALL STRIKE! 40%

Flippit

● Soundware, £TBA

What a silly sausage MARK CASWELL is: he volunteered to review a brain-teasing game when he doesn't possess the relevant organ. But luckily the rest of the ZZAP! team came to the rescue. With a piece of old knicker elastic, a squeezy bottle and a square of sticky-backed plastic, they made him a brain. It didn't improve his gameplaying abilities, but at least he can now hold a joystick properly...



With a brain the size of a deformed gnat, I'm usually the last person to volunteer to play a brain-busting game. But torture is an amazing way to persuade someone to do something, so here's the *Flippit* review (put that poker down, Phil). The game is (so claims the blurb) an entertaining series of graphic puzzles designed to stimulate the mind. I personally think it's designed to turn small children into gibbering wrecks (only joking… or am I?).

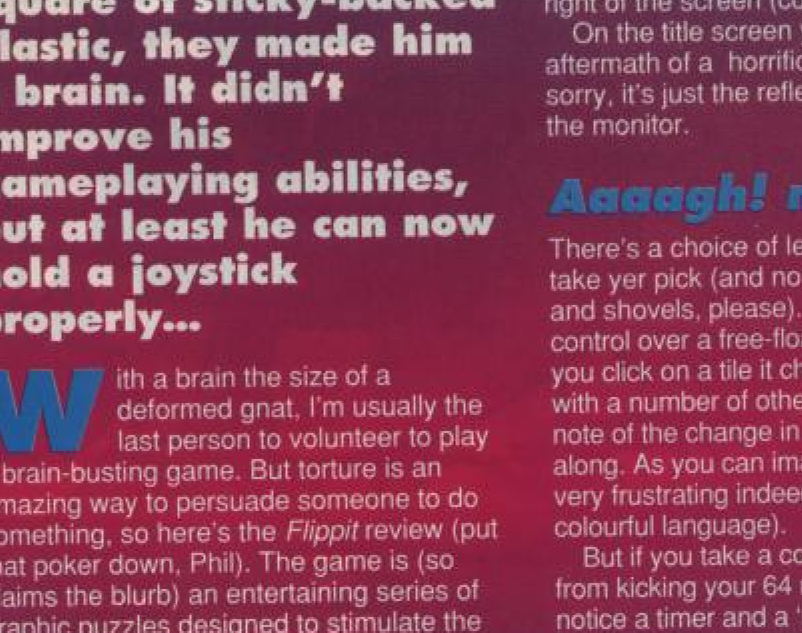
There are over 100 levels, and the basic idea of the game is to swap around a grid filled with differently coloured tiles. 16 squares make up each grid, and the player's task is to match the tiles in the main grid with its counterpart in the bottom right of the screen (confused? you will be).

On the title screen you're faced with the aftermath of a horrific road accident… oh sorry, it's just the reflection of Ian's face in the monitor.

Aaaagh! me brain

There's a choice of levels to start on, so take yer pick (and no jokes about Irishmen and shovels, please). The player is given control over a free-floating pointer, and when you click on a tile it changes pattern (along with a number of others). So it's best to take note of the change in each tile as you go along. As you can imagine, this is initially very frustrating indeed (cue much use of colourful language).

But if you take a couple of seconds out from kicking your 64 round the room, you'll notice a timer and a 'moves made' counter. Don't panic though, there's no set time limit, it's just a case of the faster you finish the better (and in the least amount of moves). Indeed if playing with pals, the person who completes the current grid in the fastest time is entered in the 'low score' table. It's as simple as that (and the Devil will buy a pair of skis tomorrow).

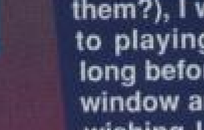


● Look at that dolphin go! Through the waves like a dart! (That's Flipper you thicky-dweeb! — Man Ed)

Enter the Crystal Maze

Gawd, this is like one of those games they play on The Crystal Maze… at least you don't get Richard O' Brien playing his darn harmonica all the time here. *Flippit* is more a test of… uhm thingie, y'know memory rather than intelligence. Even with instructions it takes a couple of games to get into the swing of things.

Graphically the game is very simplistic, but I suppose you can't be very artistic with a grid of tiles. Short-term interest is fairly high, but long-term appeal isn't on the cards, I'm afraid. **70%**



Corky!



Ian!

● Being a big fan of the Rubik's Cube (any crumblies remember them?), I was quite looking forward to playing *Flippit*. Alas, it wasn't long before I was gazing out of the window and twiddling my thumbs, wishing I was somewhere else — anywhere would do, just get me away from this bloody game!

Although marketed as a puzzler, it's really just a complicated memory test. If you can remember which squares affect which others, you'll win. If not, you won't. If you make notes as you go you'll succeed every time, but I suppose that's cheating!

If you're the sort of bod who watches *The Generation Game* purely for the conveyer belt bit, you might find *Flippit* to your liking. For me there's too little to it, and what's there just isn't interesting enough.

69%

TEST YOUR STRENGTH!

PRESENTATION — *Neat tile screen and distinct lack of multi load* **70%**

GRAPHICS — *Not exactly Tony Hart, but they're sufficient* **69%**

SOUND — *Ear-wrenching sound effects, and not a lot else* **45%**

HOOKABILITY — *Flippit is initially very playable and fun!* **70%**

LASTABILITY — *Several strong cups of coffee ahoy missus!* **60%**

OVERALL STRIKE! 65%

Coming Soon!

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MORE CORKY'S COIN-OPS!

● Corky blows the ZZAP! petty cash on the latest arcade machines and finds his favourite hot slots!



WORLD OF SPORT!

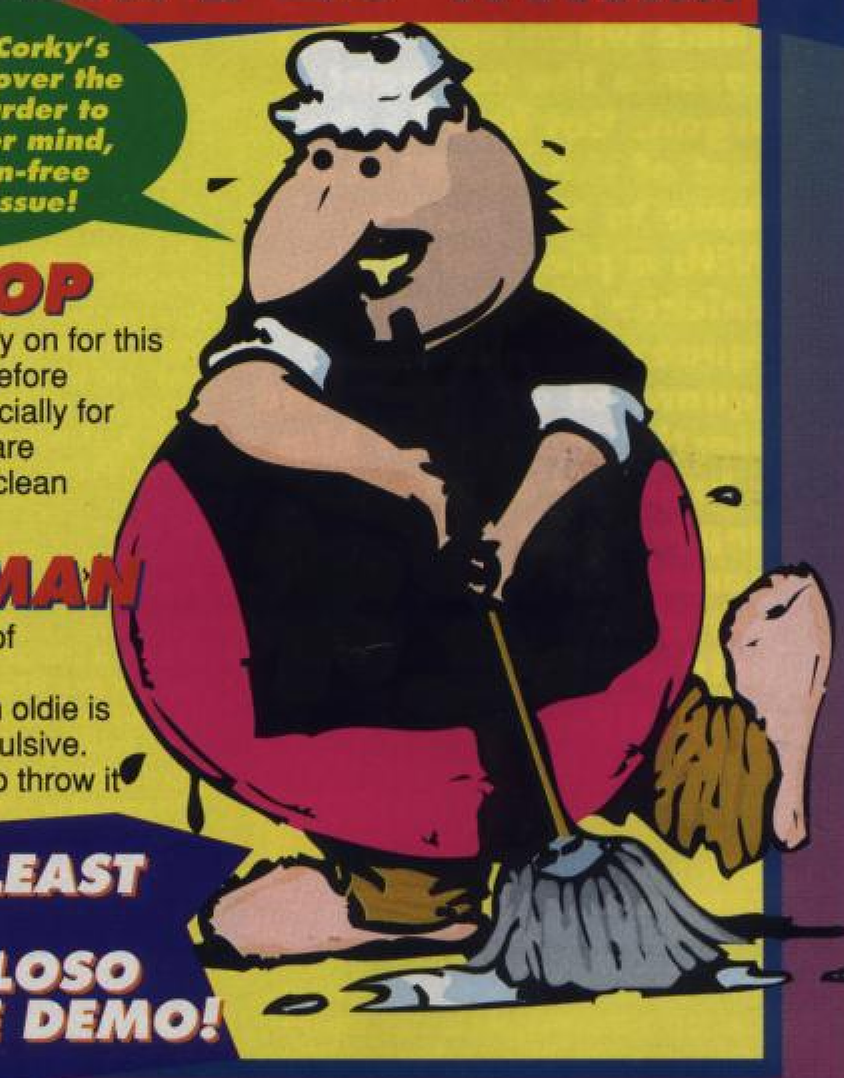
● Phil kicks off with his fave footy games in the first of a new sporting series!

MANURE ROUND-UP

● It's dirty, it's smelly, but it don't half make your garden grow! But there are so many different types dropping out of various animals' bottoms, aren't there? Will horse's give your horseradishes extra flavour? Do cowslips benefit from the odd pat? Ian Osborne gets chucked head first into this controversial topic!

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